Castlevania
Lords of Shadow 2
Castlevania
VAMPIRE KILLER
Castlevania
Simon's Quest
HAUNTED CASTLE
Castlevania
Lords of Shadow
MIRROR OF FATE
Castlevania
ADVENTURE
Castlevania III
Dracula's Curse
Castlevania II
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Super Castlevania IV
Castlevania
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Castlevania
Puzzle
Castlevania
Harmony of Despair
Castlevania
The Adventure
ReBirth
悪魔城ドラキュラ
THE ARCADE
悪魔城ドラキュラ
悪魔城ドラキュラ
Dracula's Curse
Castlevania
Judgment
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Bloodlines
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Castlevania
Castlevania
Order of Shadows
Castlevania
Portrait of Ruin
Castlevania
Curse of Darkness
Castlevania
Dawn of Sorrow

KONAMI
Castlevania
PUSH START KEY
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KONAMI INDUSTRY CO.,LTD.
LICENSED BY
NINTENDO OF AMERICA INC.

SCORE-000000 TIME 0461 STAGE 15
PLAYER
ENEMY
P-03

Castlevania
Simon's Quest
PUSH START KEY
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Castlevania II
Dracula's Curse
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OPENING
PASSWORD

SUPER
Castlevania IV
PLAY SELECT
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ACTION
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Castlevania
Dracula X
NEW GAME
PASSWORD
OPTION
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Castlevania
Symphony of the Night
PRESS START BUTTON

Castlevania
GAME START
OPTION

Castlevania
Legacy of Darkness
GameStart
Option
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Castlevania Chronicles
ORIGINAL MODE
ARRANGE MODE
OPTION

Castlevania
Press Start Button
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Castlevania
Harmony of Dissonance
GAME START

Ladian Count

Castlevania
Aria of Sorrow
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SOUL TRADE
OPTION

Dise Armor

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GAME START

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Castlevania
Judgment

MARIA
ALUCARD
THRONE

ドラキュラ伝説
ReBirth
PRESS BUTTON TO START
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PLAYER
ENEMY
SCORE-
STAGE
TIME

PLAYER
ENEMY
SCORE-
STAGE
TIME

Castlevania
Harmony of Dissonance

Castlevania
Puzzle
CASTLEVANIA SERIES NOW ON IPHONE & IPOD TOUCH!

BATTLE DRACULA AND OTHER CLASSIC CHARACTERS FROM SYMPHONY OF THE NIGHT
INTENSE PUZZLE BATTLE ACTION WITH OVER 20 HOURS OF GAME PLAY

Castlevania

Castlevania
Lords of Shadow

Welcome to this massive collection of castlevania material I simply call Castlevania Guides and History. In it you will find material covering every major game and many of the series spin-off's. At the end you will find coverage of the history of the Castlevania series from wiki sites and various timelines laid out which depicts the release dates of the games and a true time of the beginning reign of The Dark Lord Dracula and the heroes that faced and defeated him time and time again.

This collection of guides and information came from various sources such as Nintendo Power, official guide publishers, unofficial guide author's, Wiki sites and a big help from Castlevaniacrypt.com. The credit for all the images and information I used belongs to their owners and I claim no right to them. I decided to put this collection in the order based on the release of each game. Many of you may find it a bit frustrating when searching through these pages because many of them are different sizes which will cause you to zoom in and out a lot. I apologize for the annoyance. There is a Table of Contents just below though to help you navigate through this. Also, just to let you know that this collection does not all contain full guides, some are only partial or there are even none at all. I went through my head over and over again with what I should or shouldn't put in here. I mainly made this collection not only for help but to also just give the Castlevania series its' own kind of history book.

My Alias name is Karm. I use that name or something close to it on various sites I'm signed up with. I've been playing Castlevania games since the Nintendo was first brought into the home I grew up in. My most memorable Castlevania games I played as a kid would be Dracula's Curse, Belmont's Revenge and Super Castlevania IV. I've played just about all of them but I wouldn't say I memorized everything about them; I'm not that hardcore about anything. I would say my most favorite games of the series would have to be Symphony of the Night, Lament of Innocence and Order of ecclesia. They are all great games and I had a lot of fun putting this collection together and I hope you have fun looking and reading through it.

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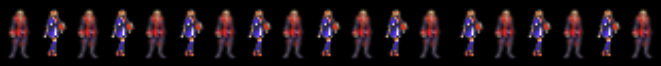
24. Portrait of Ruin  PG. 347 - 357

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Good Eeeevening!

Step into the shadows of the deadliest dwelling on earth.

You've arrived at Castlevania, and you're here on business:

To destroy forever the Curse of the Evil Count.

Unfortunately, everybody's home this evening. Bats, ghosts, every kind of creature you can imagine. You'll find 'em all over the place, if they don't find you first.

You've got to get through six monstrous floors before you even meet up with the Master of the House. Your Magic Whip will help, and you'll probably find a weapon or two along the way.

But once you make it to the tower, you can count on a Duel to the Death.
The Count has waited 100 years for a rematch. He's ready. Are you?

Released to the United States of America on May 1st, 1987 for the Nintendo Entertainment System, Castlevania began a series of games that has now spanned well over 25 years. Castlevania is a one player game in which you play as Simon Belmont, a member of a Vampire Hunting Clan who have stepped forth to rid the world of Dracula.

It is the year 1691, Transylvania has been at peace for 100 years now, and the peasants and villagers have begun to purge their minds of the memories of the times when the lands were dominated by chaos and shadows, and when the undead walked the Earth. However Count Dracula returns every 100 years to plague the land, bringing with him the evil forces of hell, and it just so happens that the people of Transylvania's time has run out. The Prince of Darkness has just returned to his ancestral home, Castlevania and called forth his minions to purge the world of human flesh. The people of Transylvania cry out for a hero, a protector to defend them against the evil desires of Dracula. They do not need to look far as Simon Belmont, a descendant of a long line of Vampire Hunters lives within the land of Transylvania. Armed with a whip he calls the Vampire Killer, he sets forth on a journey through the darkened countryside to rid the world of the ultimate evil, a journey in which he must fight his way through legions of Zombies, Monstrous Bats and even Death itself, a journey which must end with a final showdown between himself and the Dark Lord, a journey to Castlevania.....

Prior to arriving in the United States, Castlevania was originally released in Japan in September 1986 as Akumajō Dracula, which translates to Demon Castle Dracula. A month later it was released on the MSX2 Home Computer in Japan and Europe where it was known as Vampire Killer. The game was remade several times in the following years. First in 1988 as an arcade title, Haunted Castle, which included changes to the storyline. Then in 1991 Super Castlevania IV was released for the SNES, which was a retelling of the original title with improved graphics and castle. Other remakes/re-releases included Castlevania Chronicles and Castlevania NES Classics for the Game Boy Advance.

 Simon Belmont	The most recognized hero from Castlevania, Simon is a member of the Belmont family, a long line of Vampire Hunters who are set to rid the world of Count Dracula. It is the year 1691, Dracula has been resurrected and the people of Transylvania have called upon this hero to save them.
 Dracula	The Prince of Darkness rises every 100 years, and now he has come back to terrorize the land with his forces from hell. It will take a true hero, a true member of the Belmont clan to defeat this beast.

Enemy	HP	Damage	Points	Attack/Skill	Area
Zombie	1	2	100	Walks	Level 1
Panther	1	2	200	Fast Dash	Level 1
Bat	1	2	200	Fly at Target	Level 1, 2 & 4
Merman	1	2/4	300	Fireball	Level 1 & 4
Spear Guard	2	2	400	Lance	Level 2
Medusa Head	1	2	300	Random Flight	Level 2, 3 & 5
Bone Pillar	6	2	400	Fireball	Level 2, 3 & 5
Ghost	2	2	300	Hits from Behind	Level 2 & 3
Fleaman	1	3	500	Jumps	Level 3, 4, 5 & 6
Skeleton	1	3	300	Throws Bones	Level 3, 5 & 6
Raven	1	3	200	Swoops	Level 3
Eagle	1	4	300	Drops Flea Man	Level 4 & 6
Bone Dragon	6	4	1000	Fireball	Level 4
Red Skeleton	4	3	400	Regenerates	Level 5
Axe Knight	10	4	500	Axe Toss	Level 5
Vampire Bat	12	2	3000	Swoops	Level 6 (also Level 1 Boss)

Vampire Bat

Location: Level 1
Preferred Sub-Weapon:
Damage: 2
Points: 3000

The Vampire Bat is the first boss you meet in the game. It awaits your arrival at the very end of Level 1. The Vampire Bat will swoop down at you and may fly away before you can hit him with your whip. It is best to have the Axe as the sub-weapon to defeat him. You will also come across several Vampire Bats that are not bosses at the beginning of Level 6.

Medusa

Location: Level 2
Preferred Sub-Weapon:
Damage: 1
Points: 3000

Medusa can turn a man into stone from a simple glance from her eyes. She will fly and attack you while her loyal snakes slither beneath your feet. To defeat her you can use the Stop Watch and then whip her while paused, or continuously throw Holy Water at her.

Mummies

Location: Level 3
Preferred Sub-Weapon:
Damage: 1/2
Points: 3000

You must fight 2 Mummies at the end of Level 3. The Mummies will walk back and forth while throwing bandages at you. If you are unable to defeat them with your Whip alone, then try Holy Water.

Frankenstein

Location: Level 4
Preferred Sub-Weapon:
Damage: 1
Points: 5000

The legendary Frankenstein is the boss of Level 4, and he brings with him a dangerous Flea Man, Igor who throws Fireballs. You can only do damage to Frankenstein, hitting Igor will merely paralyze him temporally. The easiest way to defeat Frankenstein is to jump on one of the blocks and throw Holy Water at him.

Death

Location: Level 5
Preferred Sub-Weapon:
Damage: 1
Points: 7000

Dracula's most loyal servant, the dreaded Death is waiting at the end of the 5th Level. Death is the most difficult boss in the game, and having a Cross handy will help a little. The main problem when fighting Death is the scythes that he throws at you. To defeat Death, hit him with your whip and use the Cross sub-weapon while avoiding the scythes and pray that you make it out in one piece.

Dracula

Location: Level 6
Preferred Sub-Weapon:
Damage: 1 (first form)
1/2 (second form)
Points: 10000

Dracula has 2 attacks, he teleports, which could land right on top of you causing damage, and he uses Fireballs. Dodge the Fireballs and try to avoid being teleported on while using your Whip and Cross sub-weapon, which you will find when breaking the first candle upon entering Dracula's lair. Upon defeating Dracula he will then turn into a large demon who jumps around the room while launching Fireballs at you. If using the Cross is unsuccessful against his second form, try Holy Water which you will find while breaking the very last candle to the far left of the room.

CASTLES OF HORROR

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Creatures Of The Night

Trevor Belmont was the first vampire hunter to track Dracula to his haunted lair. One hundred years later, his great grandson Simon followed in his footsteps. They hunted the Prince of Darkness and his armies of the night armed only with whips and the weapons they found along the way . . . and with their wits. The people were impressed. But vampires are not easy to kill—afterall, they are already undead—and every time the Belmont's destroyed Dracula, he came back even stronger.

In Konami's three Castlevania games, players relive the terrifying exploits of the Belmonts. Castlevania, the original game, was one of the first super hits for the NES. All the action takes place in Dracula's Castle. The most important skills are quickness and good jumping ability, as in all the Castlevania series of games. The shrewd vampire hunter will use the NES Atlas Maps to locate vital items such as food and weapons and to prepare for upcoming battles.

The second adventure, Castlevania II: Simon's Quest, is even bigger, and it is a true adventure. There are items to buy in shops, mysteries to solve, clues to gather from villagers, and of course, more monsters than you can shake a wooden stake at. Complete maps are almost a must if you want to find your way from town to town, mansion to mansion and swamp to swamp.

Castlevania III: Dracula's Curse deals with the adventures of Trevor Belmont. The action is almost exactly the same as in the first game, except that you can take a spirit helper with you. Try using the name HELP ME in Castlevania III to start out with nine extra lives.

Castlevania: The Adventure is a Game Boy version of the Belmont's exploits. If you dare, turn to the following pages to see every dreadful step of these NES classic thrillers.

After you master these, get ready for more chills when Castlevania IV haunts the Super NES!

CASTLEVANIA™

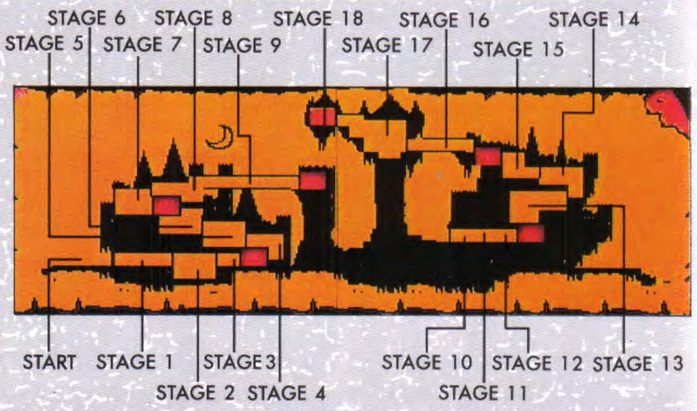
TM and © 1987 Konami Industry Co., Ltd.

ENTER HERE IF YOU KNOW NO FEAR!

Simon Belmont has come to the evil castle of Count Dracula with a whip in his hand and vengeance in his heart. Through 18 stages of terror and trial he must pass, gathering special weapons, battling creatures and preserving his courage.

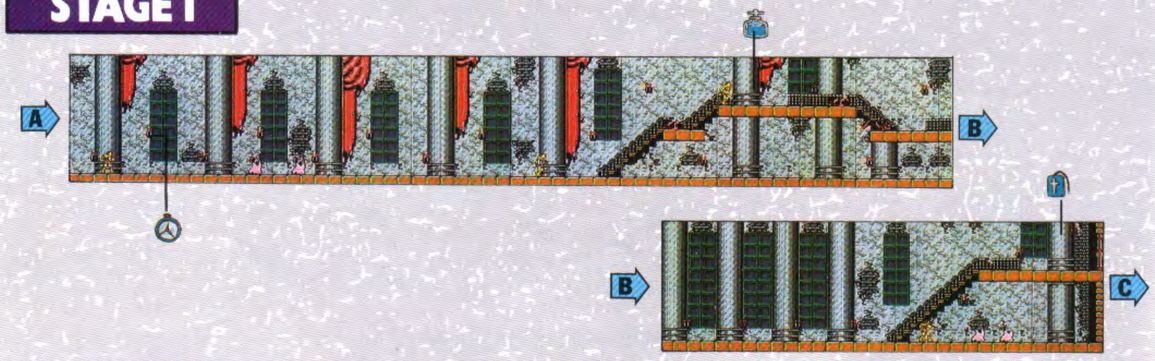
WHIP IT INTO SHAPE

Apart from being impossibly brave, the professional vampire hunter must know what he's getting into. Maps of the vampire's castle are essential, but more important is knowing how to defend yourself against ghouls and undead creatures of the night. The basic Whip will lash your foes back into the shadows, and it can be used while leaping or crouching, as well as standing tall. Knives give you a longer range, and the Axe arcs up to hit flying creatures. The powerful Boomerang also has great range while the Fire Bomb burns enemies and may disintegrate stone blocks. Other aids such as the Clock, Food and multiple shots are marked on the map. To get them, slash candles or break stones. You'll have to learn the basic fighting moves early on if you hope to dispatch the five guardians of the castle and reach the Count.



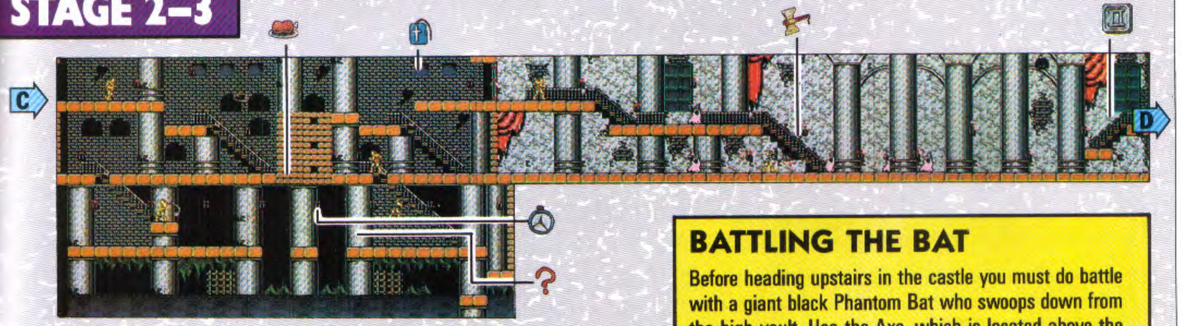
START

STAGE 1



ITEMS							
Clock	Food	Axe	Boomerang	Triple Shot
Knife	Long Whip	Heart	Money	Cross
		Fire Bomb	Double Shot	Secrets

STAGE 2–3



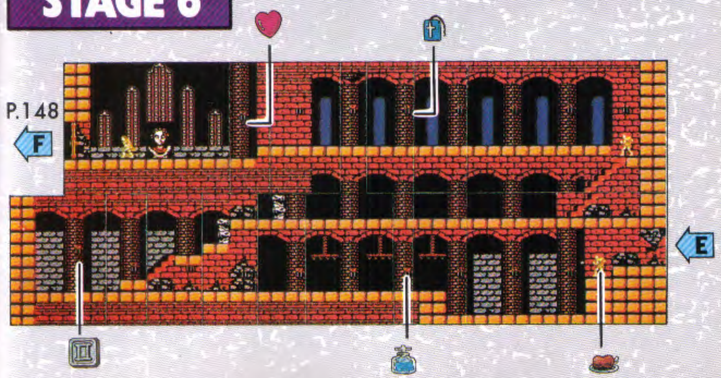
BATTLING THE BAT

Before heading upstairs in the castle you must do battle with a giant black Phantom Bat who swoops down from the high vault. Use the Axe, which is located above the steps to the left, or jump onto the block and use your Whip. After defeating the bat and other castle guardians, you'll get a glowing orb that refills your energy and allows you to pass to the next stage.

The Phantom Bat is the easiest of the Guardians, but a Double Shot will help.

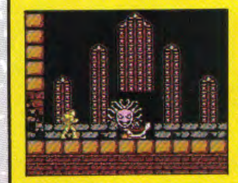
STAGE 4–5

STAGE 6

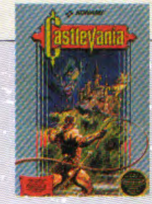


MANAGING MEDUSA

It is said that one look at Medusa will turn a hero into stone. Apparently the old witch has lost something over the eons, though, because now she is fairly easy to beat. A continuous attack using the Whip or Dagger will work, but it's even easier using the Fire Bomb. If you found the Clock before reaching her, use it to freeze her snaky hair.



If you only have the Whip, crouch within range of Medusa and use the Whip continuously.

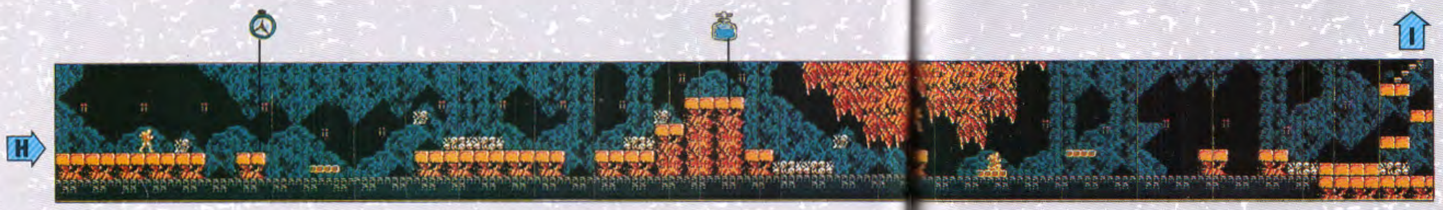


ITEMS			
	Clock		Boomerang
	Knife		Money
	Food		Double Shot
	Long Whip		Triple Shot
	Axe		Cross
	Heart		Secret
	Fire Bomb		

STAGE 7–8

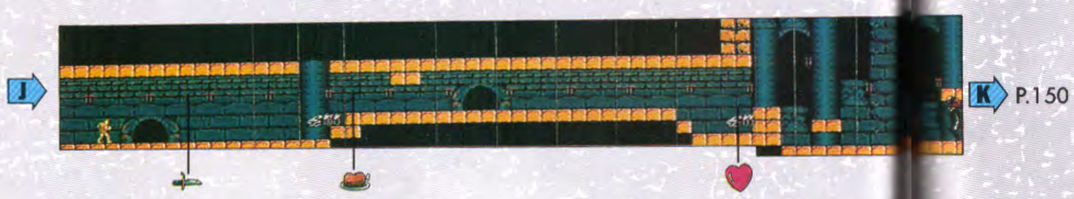
STAGE 9

STAGE 10



STAGE 11

STAGE 12



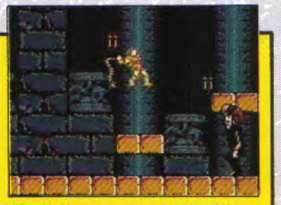
MUMMY MADNESS

The Mummy Brothers are visiting Uncle Drac from their ancient crypts in Egypt. As you will discover when you meet them, they have become a bit unraveled lately. The bandages they throw at you will cause damage. The Dagger, Fire Bomb or Boomerang all work well against the petrified pair, but you'll have to dodge while you're attacking and it isn't going to be easy.

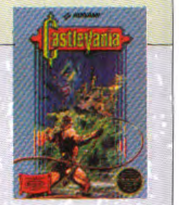
Dance and bob, weave and duck. Quickness and good moves will get you through this fight.

THE PRIDE OF FRANKENSTEIN

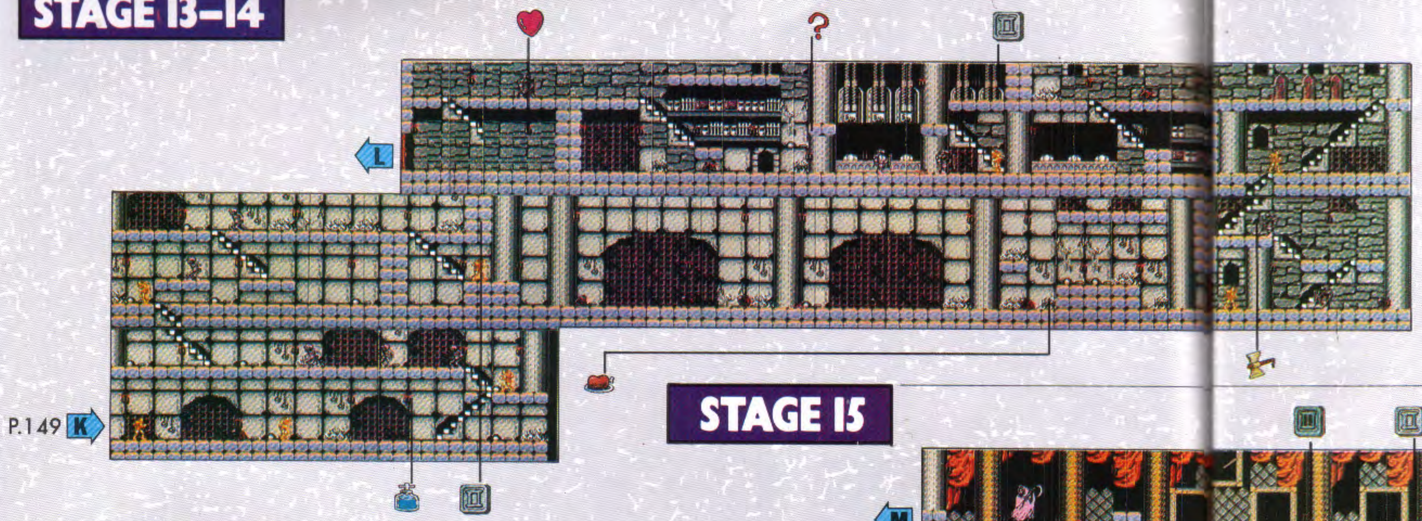
Frankenstein and his little companion, Igor, are truly reanimated by your arrival in their hall. Although Frankenstein has certainly been bulking up, the real threat comes from Igor who leaps off Frank's shoulder and attacks you. Use the Knife against Igor, attacking from the block to the right. Then, when it's just you and Frank, hurl Fire Bombs at him.



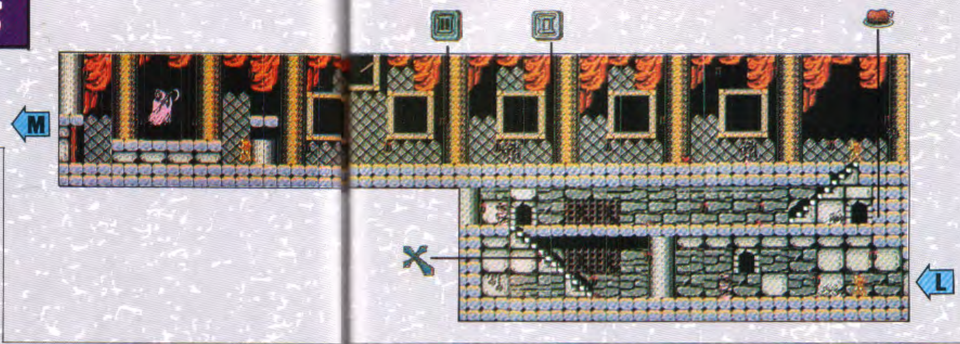
The Knife cuts short Igor's visit and the Fire Bombs set up Frankenstein to get burned!



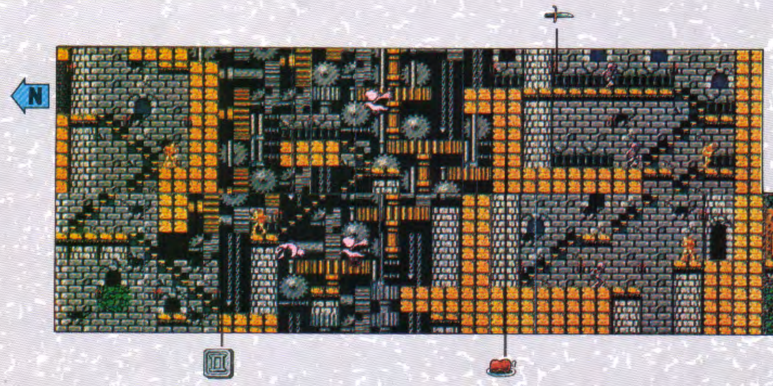
STAGE 13–14



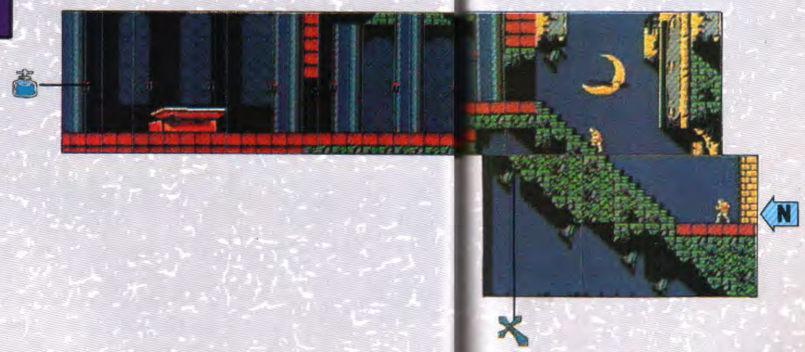
STAGE 15



STAGE 16–17



STAGE 18



ITEMS			
	Clock		Boomerang
	Knife		Money
	Food		Double Shot
	Long Whip		Triple Shot
	Axe		Cross
	Heart		Secret
	Fire Bomb		

GRIM REAPER

The Grim Reaper is known for his harvests of death. If you don't want to be added to a bushel of bones, attack his wickedly sharp sickles first using your Whip. The Reaper himself is rather slow, but he is stronger than any mortal enemy. Using the Axe or Knife while jumping between the ledges is one strategy, but throwing Fire Bombs from the center platform is even better.

Two strategies are needed to destroy the Reaper. First go for the sickles, then attack the Reaper.

COUNT DRACULA

The Count has been waiting for you to stick your neck out too far and this is his big chance. When he opens his cape, watch out! Three shots come out. Use the Whip to defeat him while the cape is spread out and he is vulnerable. Now get set for the real challenge. The Spirit of Dracula is much stronger than his earthly counterpart. Use the Fire Bombs which are found in the room.

Dracula and his evil spirit await you at the end of your journey through Castlevania.

VAMPIRE KILLER

Dracula's Castle

The Devil lives again – reborn as Dracula! Thrills and suspense in a great adventure. You'll never get to sleep tonight!

Dracula is back again. The setting is an ancient castle in the tiny European kingdom of Transylvania. Devils and demons are on the rampage. Young Simon Belmont stands alone against the forces of darkness threatening the once peaceful land. Armed with only the mysterious whip bequeathed to him by his father, he heads for Dracula's Castle...

Released on October 30th, 1986 for the Japanese MSX2 Home Computer, Vampire Killer is a retelling of the original Castlevania story, featuring the heroics of the legendary Simon Belmont. During medieval times, around the 12th to 13th century, a city was suddenly founded in Europe by a large group of Germanic immigrants after the collapse of their ancient city. Within there, a bit earlier during the latter half of the 10th century, in the pleasant Transylvanian country, the so-called Germanic society were unable to defend their town. Since ancient times, the Transylvanian people has spoken about the "legend of the hero Christopher". Once in a hundred years, a group of evil men are said to conduct a black mass during each century to resurrect the devil Dracula at the tower of Colbert, where he was sealed by the legendary hero. And exactly a hundred years has passed since he was sealed at that Tower. On an Easter night, ominous clouds covered the sky when a thunderstorm tore into the darkness, evil had returned. The city had been demolished by evil spirits and paganists. To solve this crisis, Simon, a descendant of Christopher, took his father's enchanted whip and headed to the castle haunted by the evil spirits.

While this is a popular misconception, Vampire Killer was not the first Castlevania game ever made, it was released in Japan one month after Castlevania made its debut on the Japanese Famicom, making it the second game in the franchise. The Original Castlevania game was not released to the United States of America until 1987, which caused many people to think Vampire Killer was the founding father of the series. Vampire Killer was also released in Europe, but unfortunately never made it to the United States. The game play for Vampire Killer is very similar to that of the NES Castlevania. While the castle layout is completely different, the storyline is still the same. Simon must conquer 6 stages of pure hell, and destroy Count Dracula. He can be equipped with a Whip, Axe, Dagger or Cross as his main weapon, and has 2 Sub-Weapons available, Holy Water and the Hourglass, which stops time. Vampire Killer also contains all of the enemies and bosses from its predecessor, along with a few new additions to torment Simon Belmont. The graphics for Vampire Killer are slightly better than Nintendo's Castlevania, however beating the game is far more difficult. You are given only 3 lives to complete the game, and there are no continues. When your character perishes all 3 lives, you must start from the beginning of the castle. Luckily there were Game Master cheat codes available for the MX2 that gave your player 100 lives, level select, and even a continue feature. Vampire Killer is a hidden treasure of the Castlevania franchise. Many fans of the series have never even heard of Vampire Killer, and only a small amount that are aware of it existence have even played it. However it is one of the original Castlevania titles, and is still an important part of the history of one of the greatest video game franchises of all time, Castlevania.

 Simon Belmont	The most recognized hero from Castlevania, Simon is a member of the Belmont family, a long line of Vampire Hunters who are set to rid the world of Count Dracula. Dracula has been resurrected and the people of Transylvania have called upon this hero to save them.
 Merchant	Found in various locations throughout the castle. Each of them has different items to sell. If you hit them with your whip it changes their mood which can lead to some extra bonuses.
 Dracula	The Prince of Darkness rises every 100 years, and now he has come back to terrorize the land with his forces from hell. It will take a true hero, a true member of the Belmont clan to defeat this beast.

Enemy	Location
Axe Knight	Stage 5: The Dungeon
Bat	Stage 1: Main Hall Stage 2: Torture Lab Stage 4: The Catacombs
Bone Pillar	Stage 2: Torture Lab Stage 3: Castle Ruins Stage 5: The Dungeon
Eagle	Stage 4: The Catacombs Stage 6: Castle Keep
Fishman	Stage 1: Main Hall Stage 4: The Catacombs
Hunchback	Stage 3: Castle Ruins Stage 4: The Catacombs Stage 5: The Dungeon Stage 6: Castle Keep
Knight	Stage 2: Torture Lab
Leopard	Stage 1: Main Hall
Medusa Head	Stage 2: Torture Lab Stage 3: Castle Ruins Stage 5: The Dungeon
Phantom Bat	Stage 6: Castle Keep (also Stage 1 Boss)
Raven	Stage 3: Castle Ruins
Red Skeleton	Stage 5: The Dungeon
Skeledragon	Stage 4: The Catacombs
Skeleton	Stage 3: Castle Ruins Stage 5: The Dungeon Stage 6: Castle Keep
Skull Head	Stage 2: Torture Lab Stage 3: Castle Ruins
Slime	Stage 1: Main Hall Stage 2: Torture Lab Stage 3: Castle Ruins Stage 4: The Catacombs Stage 5: The Dungeon Stage 6: Castle Keep
Zombie	Stage 1: Main Hall

Boss	Location
Phantom Bat	Stage 1: Main Hall
Medusa	Stage 2: Torture Lab
Mummies	Stage 3: Castle Ruins
Frankenstein	Stage 4: The Catacombs
Death	Stage 5: The Dungeon
Dracula	Stage 6: Castle Keep
Dracula (2nd form)	Stage 6: Castle Keep

Castlevania II: Simon's Quest

The second coming of Count Dracula

You're Simon Belmont, bravest of the brave, boldest of the bold, a gothic warrior respected by kings. You earned your praise, not by crushing Viking invaders or Turkish hordes, but by destroying the evil Count Dracula in a duel to the death at Castlevania. But your victory proved painful, as the wounds inflicted during the duel slowly gnawed at your soul.

With a soft voice she warned that you were possessed by the Count's curse. She said your only hope of destroying the curse and healing your scars was to find the five body parts of Count Dracula and burn them all in his Castle, ending forever the reign of the Prince of Darkness.

Suddenly, like most beautiful visions, she began to fade. And as you reached to touch her, she spoke her final words:

"Fear not, brave Simon, for if you have the courage to risk your life, you will find the strength to win again."

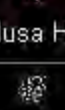
Released to the United States of America on December 1st, 1988, Castlevania II: Simon's Quest was a very successful follow up to the original Castlevania, but with an RPG twist. As in the first Castlevania, you play as Simon Belmont, and you now have the ability to gain experience points and level up. Simon's Quest has many towns in which you can talk to villagers, and is filled with mansions and forests where Simon will do battle with the most vicious creatures known to man. Like a traditional RPG you are able to visit any location in the game at any time you desire. Simon's Quest is a fun filled, action packed adventure for Castlevania fans of all ages.

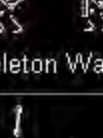
It is the year 1698, now 7 years after Simon Belmont defeated Count Dracula and rid Transylvania of all evil. Little did Simon know that a curse was placed on him by Dracula after their historic battle, a curse that if not broken, will send Simon to an early grave. Simon is informed of this curse when he meets a mysterious young woman and discovers that the only way he can save himself is to resurrect and then defeat Dracula, thus breaking the evil curse. Simon must set out to recover 5 of Dracula's body parts which are needed to revive the Count, but Dracula's minions have also returned and are again terrorizing people throughout Transylvania. Simon knows that the time is now to venture to the towns within Transylvania and talk to the villagers to gather clues as to the whereabouts of Dracula's body parts. Armed with his trusty Vampire Killer Whip, he must go deep into the darkest forests and venture far within the realms of the deadliest mansions to do battle with Dracula's evil servants in hopes of finding some way to revive and destroy the Dark Lord once and for all. Simon must go on a journey to free the people of Transylvania from the evil that comes upon them, and to break the deathly curse that is sure to destroy him, he must go on a quest to Castlevania.....

 Simon Belmont	It has been 7 years since the events of Castlevania and Simon Belmont discovers that a curse has been placed on him by Count Dracula and that he does not have much longer to live. The only way to save himself is to resurrect Dracula, and defeat him once and for all.
 Dracula	Dracula returns with the aid of Simon in order to be cast away from Transylvania forever while breaking the evil curse that threatens to take Simon's life.
 Villagers	Villagers are found throughout all of the towns. They can offer advice but some may be deceiving.
 Priest	The priest can replenish Simon's energy.
 Ferryman	Will carry Simon across rivers to 2 different locations.
 Merchant	Merchants travel from town to town and sell various items.
 Oak Stake Salesman	Located in each Mansion selling Oak Stakes.
 Crystal Trader	Simon can trade crystals to him for an upgrade.
 Hidden Souls	They appear at secret locations to provide Simon with special items.

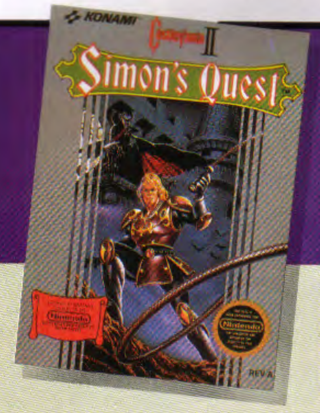
At night the enemies HP is doubled and they will increase 1 grade higher of hearts dropped.
(The 2 Headed Creatures drop half hearts during both day and night)
Enemy HP is based off of using Leather Whip and max HP will change when using other whips.

Page 1 | Page 2

Enemy	HP	Heart	Area
2 Headed Creature	4	Half	Belasco Marsch
2 Headed Creature	4	Half	Dead River
2 Headed Creature	4	Half	Dead River
2 Headed Creature	16	Half	Dora Woods
Bone Dragon	4	Half	Sadam Woods
Bone Dragon	8	Half	Storigoi Graveyard
Eagle	4	Small	Denis Marsh
Eagle	16	Small	Vlad Graveyard
Fireman	16	Half	Debious Woods
Fishman	1	Small	South Bridge & Veros Woods
Fishman	4	Small	Dead River
Fishman	4	Small	Dead River
Fishman	16	Small	North Bridge
Fishman	16	Small	East Bridge
Freddie	4	Half	Sadam Woods
Gargoyle	2	Large	Berkeley Mansion
Gargoyle	4	Large	Rover Mansion
Gargoyle	8	Large	Brahm's Mansion
Ghostly Eyeball	2	Small	Dabi's Path & Yuba Cave
Knight	2	Half	Berkeley Mansion
Knight	4	Half	Rover Mansion
Knight	8	Half	Brahm's Mansion
Knight	16	Half	Bodley Mansion
Knight	32	Half	Laruba Mansion
Leech	4	Small	Belasco Marsh
Leech	16	Small	Joma Marsh
Man Eating Plant	4	Large	Denis Marsh
Man Eating Plant	8	Large	Wicked Ditch
 Medusa Head	4	Small	Denis Marsh
Medusa Head	8	Small	Wicked Ditch
Mud Man	4	Half	Belasco Marsh
Mud Man	16	Half	Denis Marsh
Mummy	4	Large	Denis Marsh
Mummy	8	Large	Jam Wasteland & Wicked Ditch
Mummy	16	Large	Vlad Graveyard

Enemy	HP	Heart	Area
Pirate Ghost	4	Half	Denis Marsh
Pirate Ghost	8	Half	Jam Wasteland
Pirate Ghost	16	Half	Vlad Graveyard
Raven	4	Half	Town of Veros
Raven	16	Half	Town of Yomi
Slimey Barsinister	16	Half	Joma Marsh
Skeleton	1	Small	Jova Woods, South Bridge & Veros Woods
Skeleton	2	Small	Veros Woods
Skeleton	2	Small	Veros Woods, Dabi's Path & Aljiba Woods
Skeleton	2	Small	Yuba Cave
Skeleton	4	Small	Sadam Woods
Skeleton	8	Small	Storigoi Graveyard
Skeleton	16	Small	Lower Road
Skeleton	16	Small	Joma Marsh
Skeleton	16	Small	North Bridge & Dora Woods
Skeleton	16	Small	Denis Marsh
Skeleton Warrior	2	Half	Berkeley Mansion
Skeleton Warrior	4	Half	Rover Mansion
Skeleton Warrior	8	Half	Brahm's Mansion
Skeleton Warrior	16	Half	Bodley Mansion
 Skeleton Warrior	32	Half	Laruba Mansion
Skull	16	Small	Lower Road & Debious Woods
Slime	4	Small	Sadam Woods
Slime	8	Small	Storigio Graveyard
Slime	8	Small	Camilla Cemetery (right)
Slime	1	Small	Berkeley Mansion
Slime	4	Small	Brahm's Mansion
Slime	8	Small	Bodley Mansion
Spider	2	Small	Veros Woods & Aljiba Woods
Spider	32	Half	Laruba Mansion
Vampire Bat	2	Small	Dabi's Path
Vampire Bat	4	Half	Rover Mansion & Brahm's Mansion
Vulture	8	Large	Wicked Ditch
Wolf	4	2	Belasco Marsh
Wolf Man	2	Small	Jova Woods
Zombie	2	Half	Town of Jova
Zombie	4	Half	Town of Veros
Zombie	8	Half	Town of Aljiba, Town of Aldra & Town of Ondol
Zombie	16	Half	Town of Doina
Zombie Hand	8	Small	Camilla Cemetery (left)
Zombie Hand	8	Small	Storigoi Graveyard

Boss	HP	Ranged Attack	Preferred Weapons	Item Received	Location
Death	128	Sickles (3 Damage)	Chain Whip Sacred Flame	Golden Knife	Brahm's Mansion
Camilla	256	Bloody Tears (4 Damage) Fireballs (2 Damage)	Flame Whip Golden Knife	Magic Cross	Laruba Mansion
Dracula	256	Energy Bolts (12 Damage)	Flame Whip Golden Knife	None	Castlevania



CASTLEVANIA II: SIMON'S QUEST™

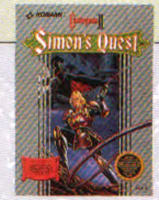
TM Konami Inc.

The Long Road Into Fright

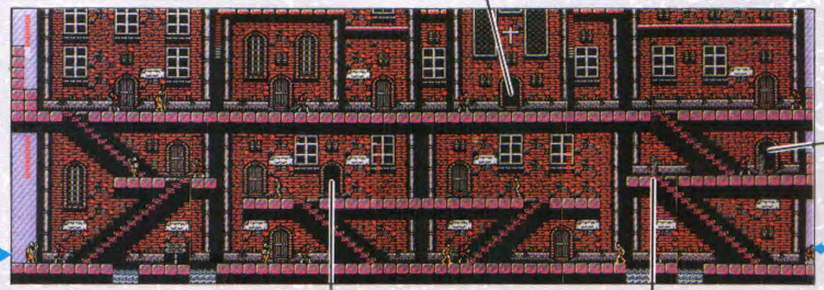
Simon Belmont is back. This time he's going to hunt vampires the old fashioned way—with wooden stakes. His path leads through the ancient land of Transylvania where he must collect the scattered remains of Dracula, and destroy them.

TERROR-TORY OF TRANSYLVANIA

1. TOWN OF JOVA
2. JOVA WOODS
3. SOUTH BRIDGE
4. VEROS WOODS
5. VEROS WOODS-2
6. BERKELEY MANSION
7. TOWN OF VEROS
8. DENIS WOODS
9. DABI'S PATH
10. DABI'S PATH-2
11. ALJIBA WOODS
12. ALJIBA WOODS-2
13. LOWER ROAD
14. YUBA LAKE
15. ROVER MANSION
16. TOWN OF ALJIBA
17. CAMILLA CEMETARY
18. BELASCO MARSH
19. DEAD RIVER
20. DEAD RIVER-2
21. BRAHM'S MANSION
22. DEAD RIVER-3
23. JAM WASTELAND
24. DEAD RIVER-4
25. TOWN OF ALBA
26. SADAM WOODS
27. STORIGOI GRAVEYARD
28. SADAM WOODS-2
29. TOWN OF ONDOL
30. DEBORAH CLIFF
31. BODLEY MANSION
32. UTA LOWER ROAD
33. UTA LOWER ROAD-2
34. DEBIOUS WOODS
35. JOMA MARSH
36. LARUBA MANSION
37. JOMA MARSH-2
38. WICKED DITCH
39. TOWN OF DOINA
40. NORTH BRIDGE
41. DORA WOODS
42. EAST BRIDGE
43. DENIS MARSH
44. TOWN OF YOMI
45. VRAD GRAVEYARD
46. WEST BRIDGE
47. CASTLEVANIA



1 TOWN OF JOVA



18 BELASCO MARSH

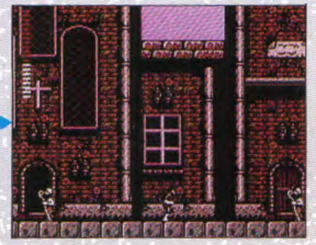
3 SOUTH BRIDGE

2 JOVA WOODS

4 VEROS WOODS

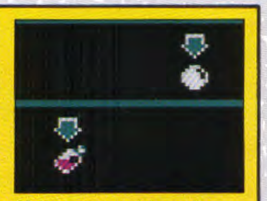
6 BERKELEY MANSION

7 TOWN OF VEROS



ITEMS & INFORMATION

In Jova and the other towns of Transylvania you'll find many useful items, weapons and services. To rest up and refill your Life Meter, visit churches. If stores seem to be empty, use the Holy Water on the walls and floors to reveal secret rooms. Also talk to all the people in every town. Most of the villagers have a hint or can direct you to the next stage of your quest.

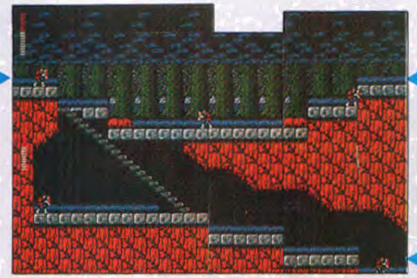


Make sure you pick up the White Crystal and Holy Water. Both are essential to Simon.

7 TOWN OF VEROS

9 DABI'S PATH

11 ALJIBA WOODS



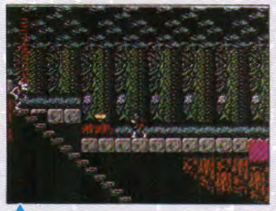
16 TOWN OF ALJIBA

4 VEROS WOODS

TOWN OF VEROS

At the bottom of the steps from Veros Woods is the hidden town of Veros. Here you can purchase the mighty Chain Whip and the throwing Dagger. Both of these weapons will come in handy when you enter Berkeley Mansion. Here, as in most towns, you'll also find a church. Speak to the priest and you'll regain full Life Meter points. Other secrets may also be revealed, so explore everything and speak to the people.

5 VEROS WOODS–2

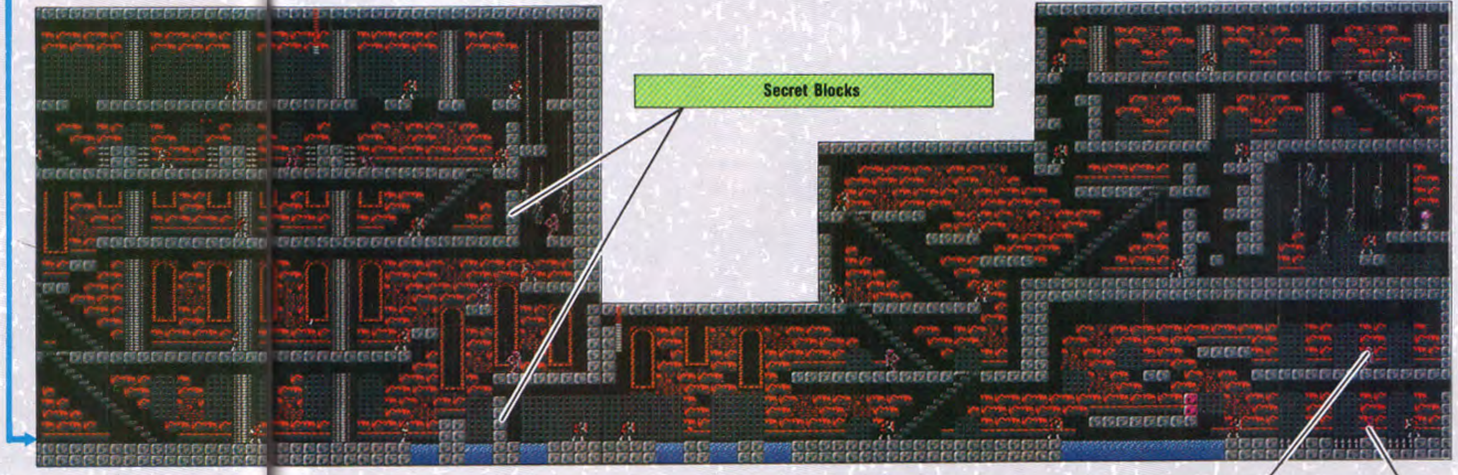


BERKELEY MANSION

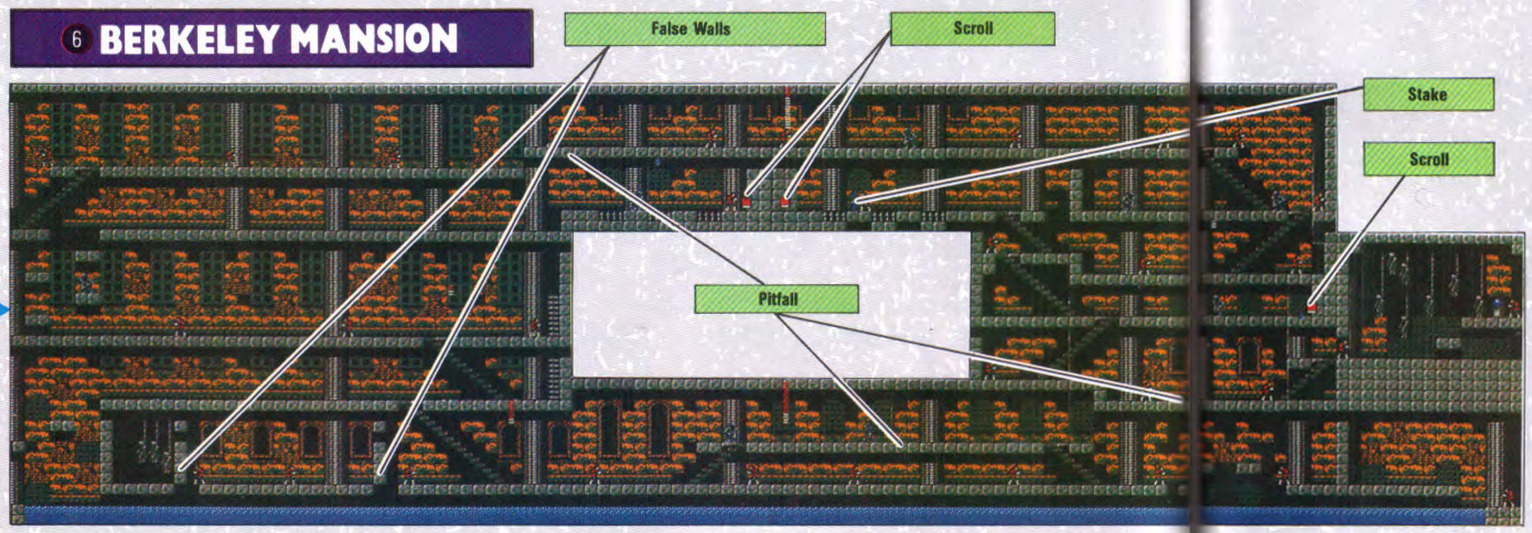
The first mission to visit is Berkeley Mansion east of Jova. Use the Blue Crystal to see hidden lifts and then explore the many halls. Beware of invisible pitfalls where you'll tumble into the dungeon. Whip blocks to uncover scrolls and valuable information, then head toward the old man with the Stake. Dracula's Rib is kept in the final room.

The Stake is used on the glowing orb to recover the Rib of Dracula.

15 ROVER MANSION



6 BERKELEY MANSION



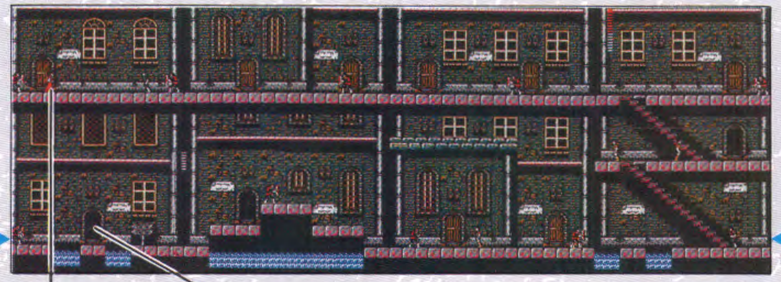
9 DABI'S PATH

ROVER MANSION

Rover Mansion (also known as Lauber Mansion) is where Dracula's evil Heart is kept. When you first enter it may seem as if you are trapped in two large chambers. But the vertical blocks to the right of the lower chamber are False Stones which you can leap through. Also beware of False Floor Stones on the way to the Scroll.

At Yuba Lake, kneel on the shore for about seven seconds in order to reach the mansion.

16 TOWN OF ALJIBA

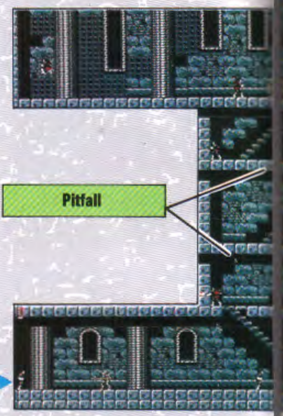


11 ALJIBA WOODS

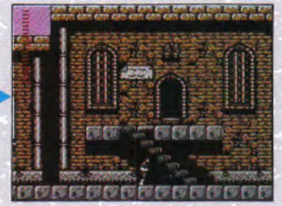
LARUBA MANSION

Beyond the perilous Joma Marsh lies the Mansion of Laruba. Gather the Stake and Laurels then proceed to the room of the Weeping Mask. Hurl the Gold Knife repeatedly to freeze the Mask and defeat it, then claim the Magic Cross. In the chamber beyond you will find Dracula's Ring.

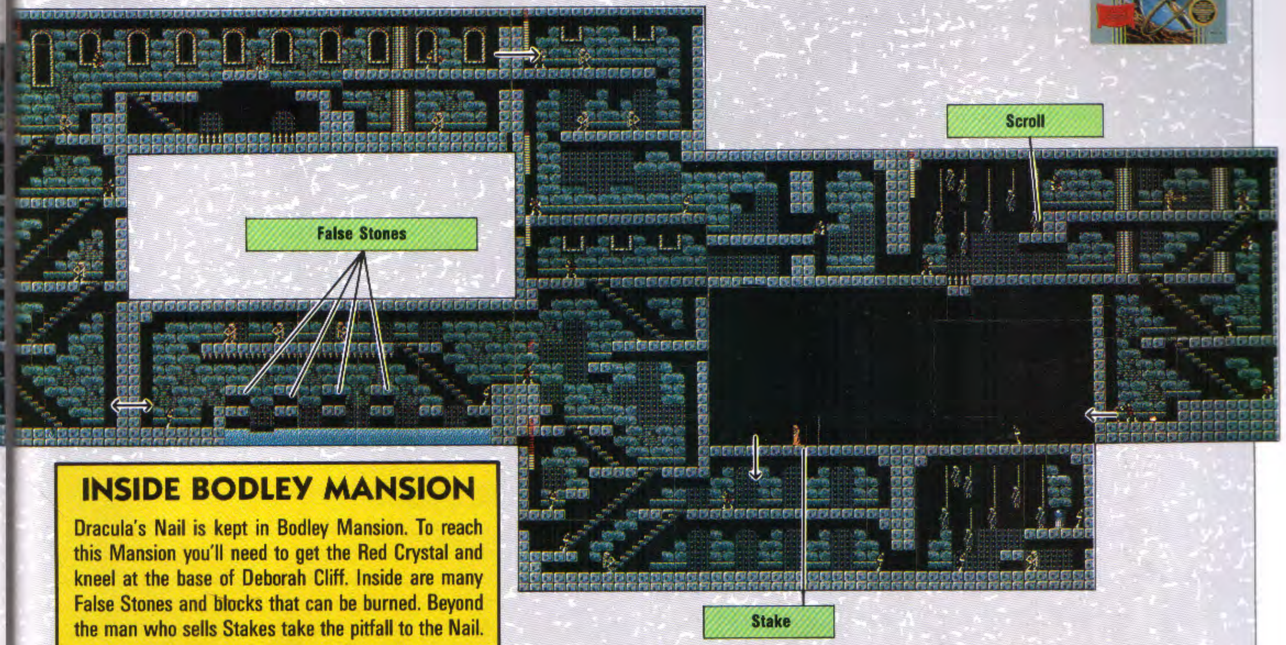
These tears turn to fire, so kneel just inside the door and wait for a pause to attack.



39 TOWN OF DOINA



31 BODLEY MANSION

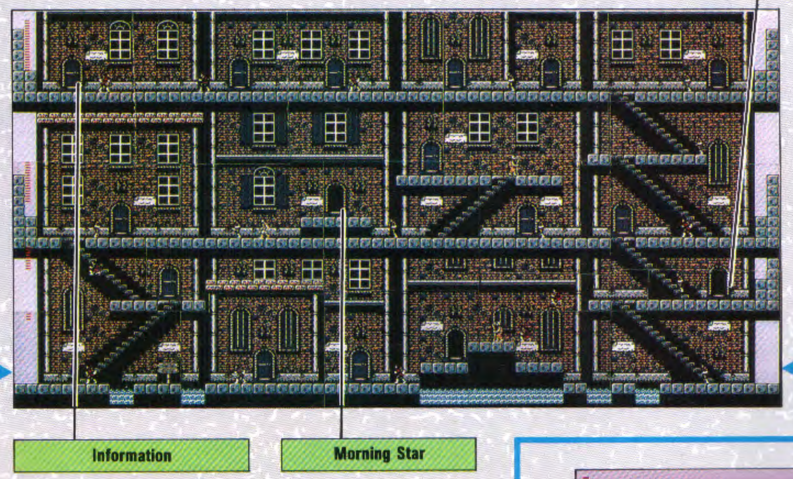


INSIDE BODLEY MANSION

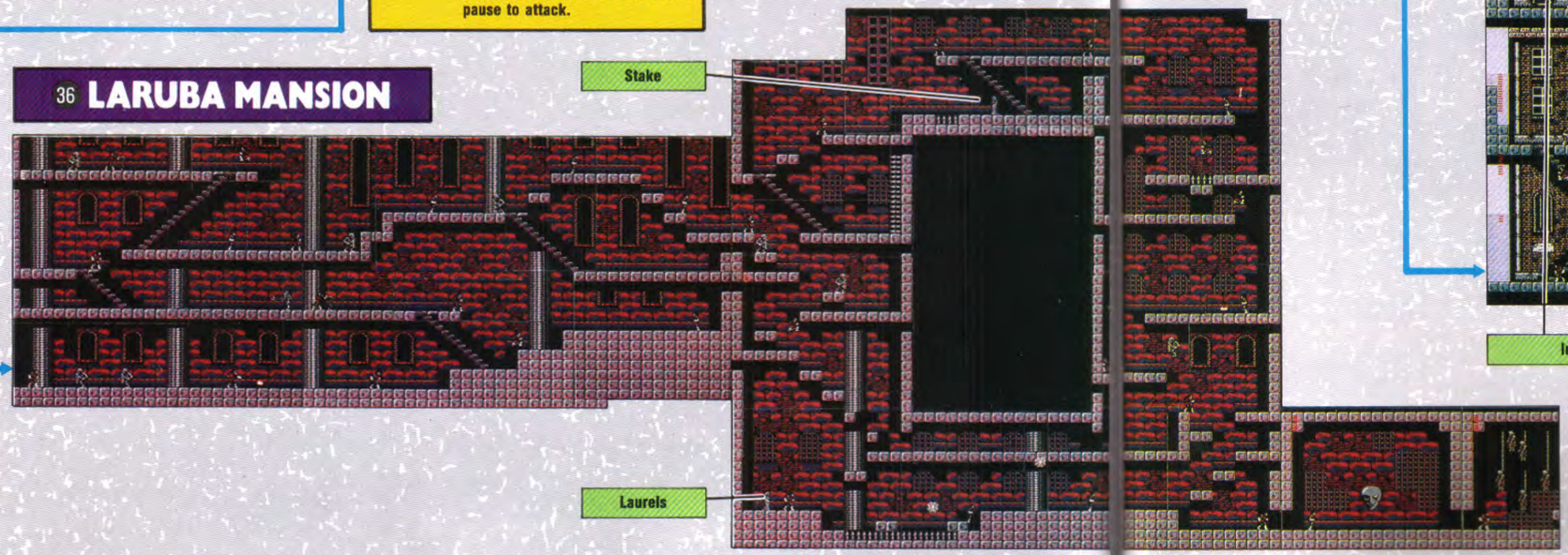
Dracula's Nail is kept in Bodley Mansion. To reach this Mansion you'll need to get the Red Crystal and kneel at the base of Deborah Cliff. Inside are many False Stones and blocks that can be burned. Beyond the man who sells Stakes take the pitfall to the Nail.

The purpose of the Nail is a great mystery. Its use will be revealed to you later.

29 TOWN OF ONDOL

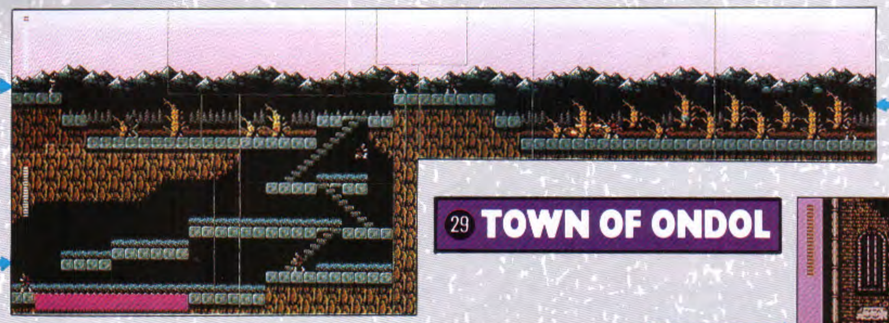


36 LARUBA MANSION

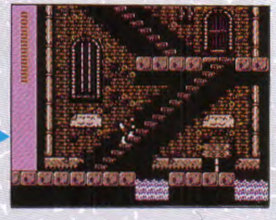


26 SADAM WOODS

26 SADAM WOODS



29 TOWN OF ONDOL



27 STORIGOI GRAVEYARD

25 TOWN OF ALBA

Garlic

Church

Laurels

Red Crystal

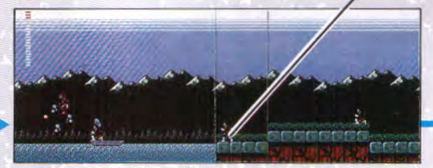
ALBA

Beyond the Marshes of Belasco and the Dead River is the town of Alba. Recover energy in the church, then stock up on Garlic and Laurels. The most important item, however, is the Red Crystal, which is used to ascend Deborah Cliff.

Trade your Blue Crystal for the Red one from the warrior in Alba.

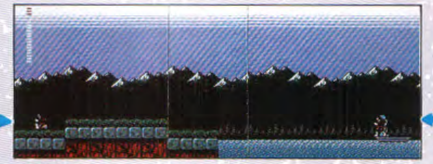
19 DEAD RIVER

Ferryman



1 TOWN OF JOVA

20 DEAD RIVER–2



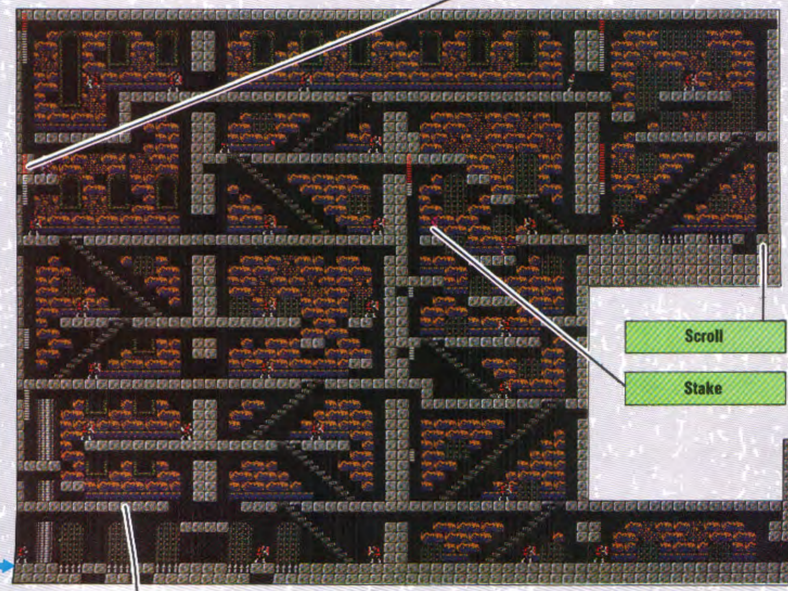
CROSSING THE DEAD RIVER

The Ferryman waiting on the shore of the Dead River will take you across to the town of Alba if you show him the Blue Crystal. But if you are headed to Brahm's Mansion, show him Dracula's Heart and he will deliver you to the steps of that haunted castle.

Cross to Brahm's Mansion by having the Heart selected on your subscreen at the Ferry.

21 BRAHM'S MANSION

Scroll



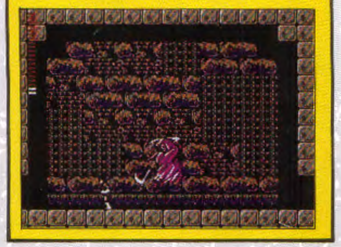
Scroll

Stake

Pitfall

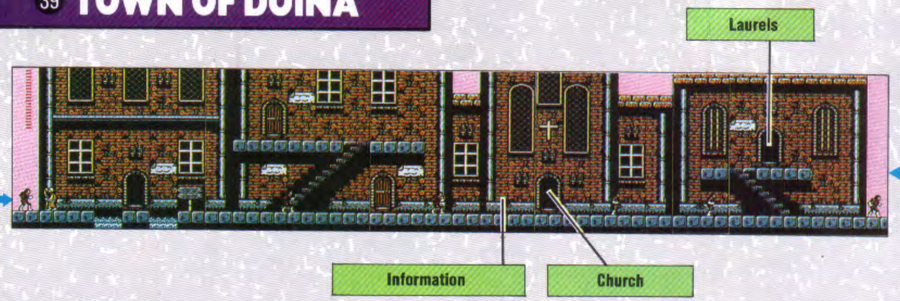
THE GRIM REAPER

The Eye and the Golden Knife are guarded by the Grim Reaper in Brahm's Mansion. In the Reaper's chamber, stand still and use your Whip for defense. When he gets close, the Whip attack will freeze him until he's defeated.

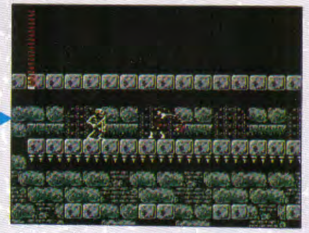


23 JAM WASTELAND

39 TOWN OF DOINA



31 BODLEY MANSION

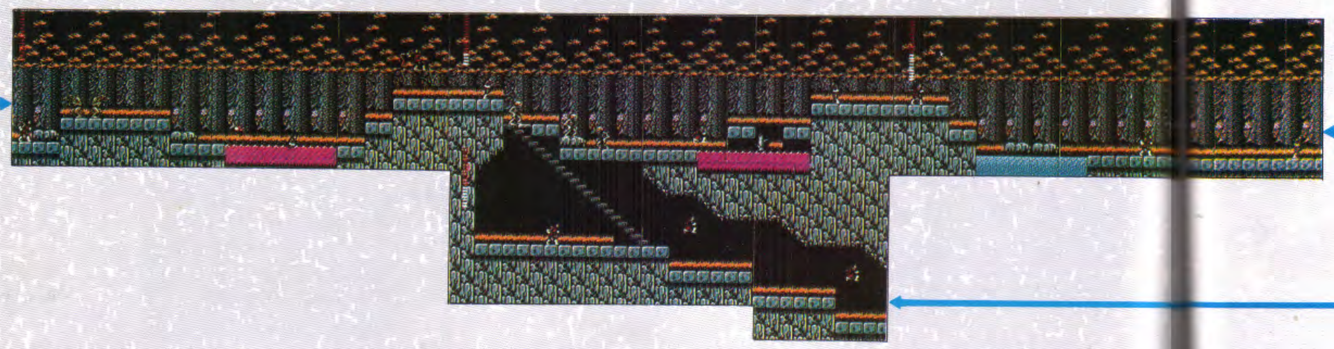


TOWN OF DOINA

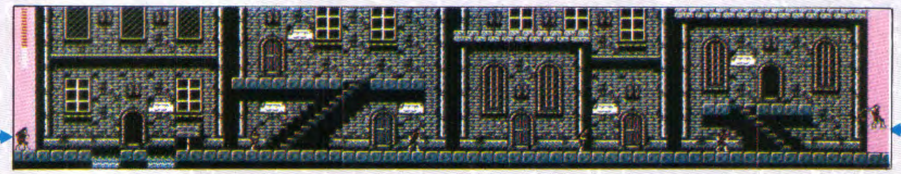
Doina is the last town you'll visit where you can refill your energy. Make sure you do so. Also talk to everyone. One man reveals that the Magic Cross can be found in Laruba Mansion. Others seem to know you, for they tell you that you shouldn't have come back to Castlevania. Pay them no heed. You are here to rescue them. You can also buy Laurels here and you should stock up, because the invincibility of the Laurels will be a great help in your final test. Beyond Doina is Yomi—take the stairs down in the Dora Woods. In Yomi at night, watch for bats. They are strong and fast. Take a defensive stance near the exit to Vrad Graveyard and attack the bats with your Whip. At the righthand side of the Graveyard you'll find a blocked off bridge. Fire bomb it using Holy Water and have your Nail selected. Next stop, Castlevania!

42 EAST BRIDGE

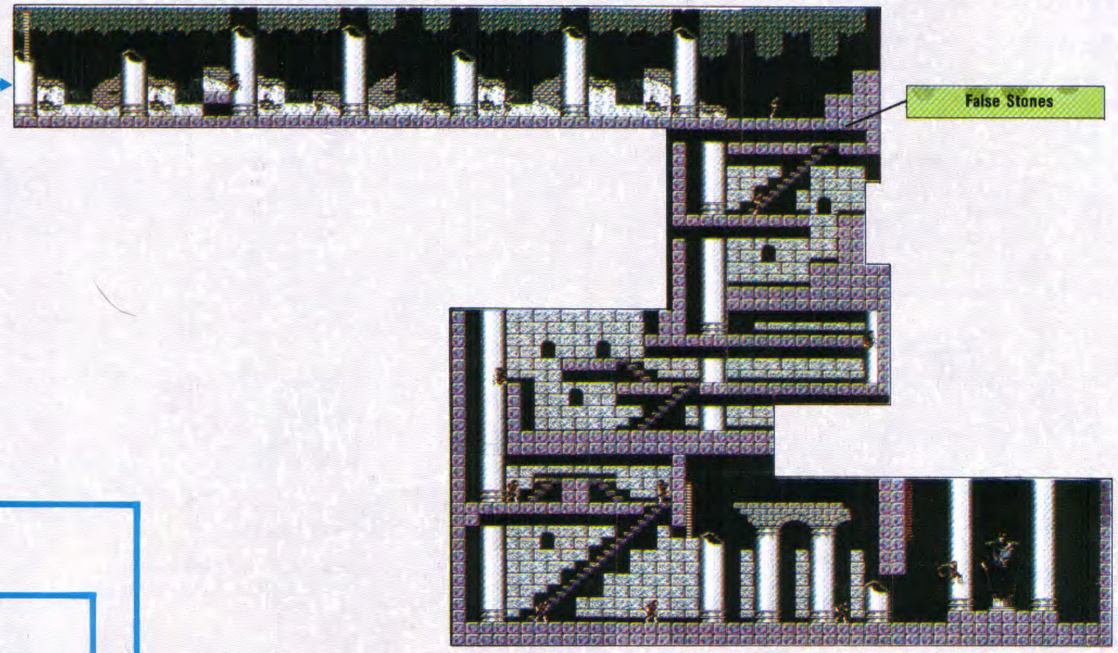
41 DORA WOODS



44 TOWN OF YOMI

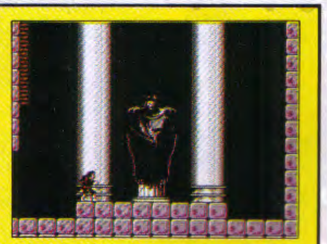


47 CASTLEVANIA



DRACULA'S CASTLE

The journey has been long and lonely, but nothing has prepared you for these final steps. The castle of Dracula is deserted, but along the dark corridors are many blocked passages that you must whip or burn using the Holy Water. Descend floor by floor to the crypt. In the great chamber with the pedestal you will reassemble the parts of the vampire that you have collected. As the reanimation of the undead takes place, a flame surges toward the roof! Then Dracula returns. Use the Flame Whip on Dracula repeatedly, and when he begins firing at you, use a Laurel for protection. In a few moments he will split into four figures and whirl about the room. Aim for the head of one of them. Repeated shots will keep Dracula in place. When your invincibility drains, use another Laurel. The Prince of Darkness cannot long withstand such an attack.



Save your Laurels until Dracula attacks you, then renew the protection when it wears off.

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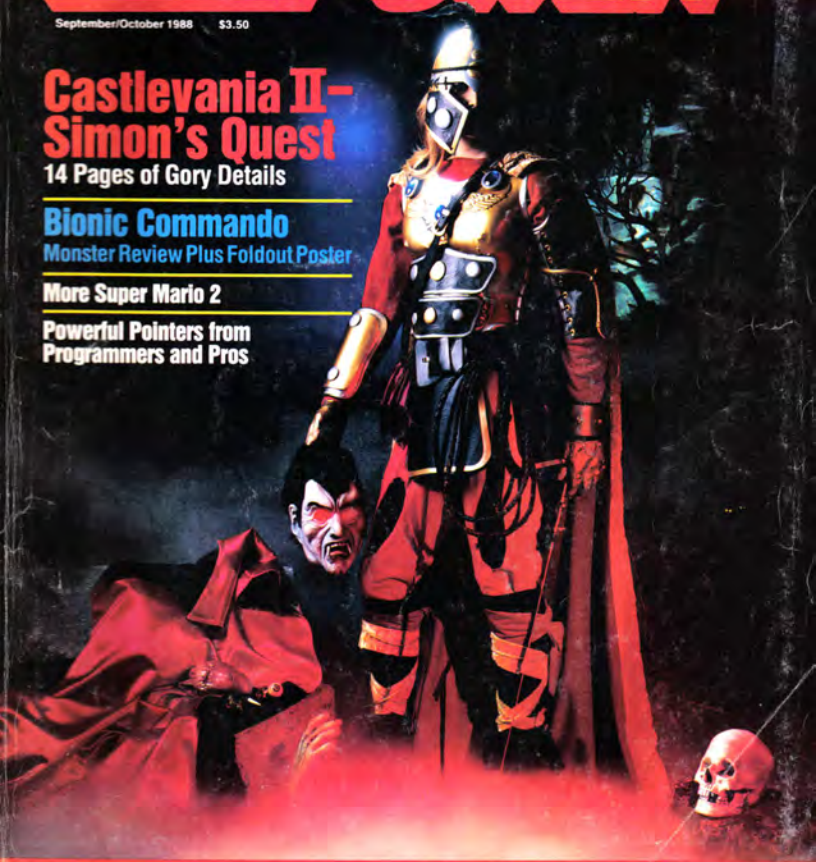


Nintendo THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

Castlevania II Simon's Quest™

The mists of time part. An ancient evil gloom descends. And our hero, the brave and noble Simon, learns of a new and dangerous quest from a gentle Princess. "You have defeated Dracula, yet you carry his evil curse," she warns Simon. "Your only hope is to search out the five parts of Count Dracula, take them to his castle, and burn them!" Now, as Simon, you must take up this quest. As the Princess departs in a veil of mist, she offers words of hope. "Fear not, brave Simon, for if you have the courage to risk your life, you will find the strength to defeat the monster of Castlevania, Count Dracula, once again."

TM Konami Inc.

UNDAUNTED BY THE PERILS AHEAD, YOU STEEL YOURSELF FOR THE QUEST. ARE YOU CLEVER ENOUGH TO UNVEIL THE DARKEST SECRETS? STRONG ENOUGH TO BATTLE DEMONIC FOES IN A LAND PRIMEVAL?

The only way to find the Count's gruesome parts is to use your brain as well as your bravado in this exciting role-playing quest.

You have braved the terrors of the evil Count Dracula and emerged the victor once, but don't be overconfident. This is a whole new contest—full of fiendish surprises and pitfalls. Your search takes you through haunted mansions, eerie graveyards, magical forests and towns terrorized by the Prince of Darkness. The local folk may help you with clues, but all quake in fear of the wrath of Dracula so beware of false advice.

You must master five different whips to survive.

- Leather Whip
- Thorn Whip
- Chain Whip
- Morning Star
- Flame Whip

You are armed with this at the outset.

Buy this powerful weapon as soon as you can.

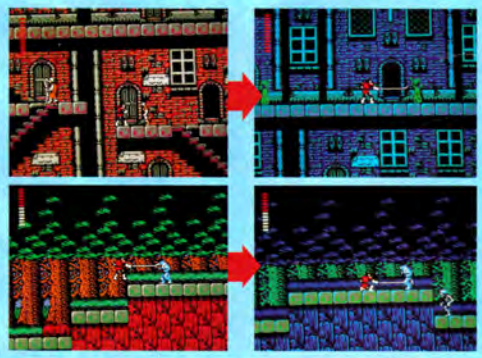
Wield this for an even stronger attack.

This whip has a long reach and a mighty bite.

Use magic to add flaming power to Morning Star.

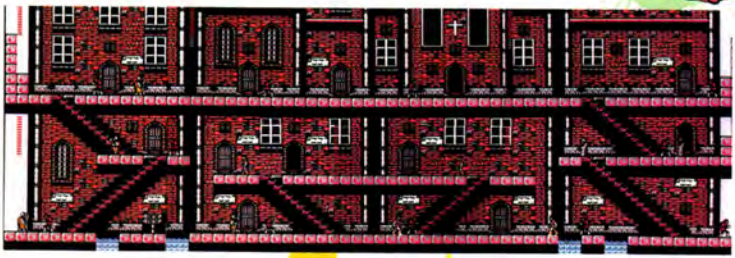
Search by day and into the dark hours of night.

In Simon's Quest, you must face the demons of night as well as those you battle by the light of day. And they are vastly different! Use the bright daytime hours to shed light on your quest with clues from the many villagers you encounter. Don't believe everything you hear because a few pranksters lurk about. Be sure to purchase weapons during the day, for you'll need them to do battle at night. As the sun sets, the local folk take shelter, and the Prince of Darkness summons the creatures that nightmares are made of. You may recognize them from a daytime encounter. Don't be fooled! At night, they are far more wily and powerful!



Journey from the town of Jova

Your tale of adventure begins in the little town of Jova. If you charge off to find the parts of Dracula without talking to the people here first, your efforts will be fruitless. Be sure to collect as many hearts as you can. You'll need them to buy invaluable weapons. But hearts are not easy to come by. You must earn them with courage and skill as you do battle with Dracula's legions.



BELASCO MARSH

Gain clues thru villagers.

You must be alert to everything the townsfolk say if you hope to succeed in your quest for the gruesome parts of Dracula. Without help, you are finished. If you run out of energy, take refuge in the Church. It will replenish your strength and bolster your courage.

These old folks are each wise with their own story to tell. Listen well.

JOVA WOODS

Buy the White Crystal!

The White Crystal is your first step towards attaining magic power. Purchase the White Crystal before you set out on your quest. You'll have to spend all of your hearts to do it.

Buy Holy Water and Whip.

Zombies walk the villages by night, but fear not brave Simon. This is your first big chance to do battle and claim your prize—invaluable hearts! The Thorn Whip and Holy Water will soon be within your grasp.

Journey from the village to the right towards the enchanted Jova Woods. Beware of the Belasco Marsh on your left. You must gain great power before you dare its many perils.

Simon's Quest II

From the little hamlet of Jova, you must wind your way to the Jova Woods, across the South Bridge and through the Veros Woods. As you meet and overpower enemies in the course of your journey, your might will greatly increase. You will need this extra strength for the Mansion of Berkeley lies ahead, and no one has ever returned to tell the tale of what lies in this dreaded place.

The Town of Veros

VEROS WOODS ALJIBA WOODS

Linger in the town of Veros long enough to gain any helpful knowledge. Spend your hearts well on the precious items you will find hidden here. The Mansion is your goal. Do you need a moment's rest in the Church to replenish your strength?

The Chain Whip is yours for a price!

The power of the Chain Whip will be yours if you can pay the purchase price of 150 hearts. You will soon learn that the price is small compared to the great value of this mighty weapon.

The Mansion of Berkeley harbors gruesome enemies. Here rests the rib bone of Dracula. Claim it! Then return to the town of Veros to learn new wisdom.

TOWN OF JOVA

JOVA WOODS

Your first encounter with Dracula's dark army is in battle with the fanged and hairy Wolf Man. His bark and bite are equally repulsive. Keep him at bay with your whip. If he gets close enough to jump you, you're finished.

SOUTH BRIDGE

Fish Men spring from the dark pools spitting balls of castle stone from their mouths. Crouch low and use your whip.

The Mansion of Berkeley

There are five mansions scattered about the land. This one was built by Dracula's less imaginative workers, so it is not too difficult to find your way. But beware of the darkest corners! It is told that past heroes have been trapped forever and gone mad in their futile attempts to escape!

Three clues are hidden here.

Villagers in the town of Jova have told of priceless clues that are hidden in the depths of this mansion. You must search out the truth in the far reaches and dank hiding places of the mansion. If you make haste and miss a hiding place, you shall sorely regret it later.

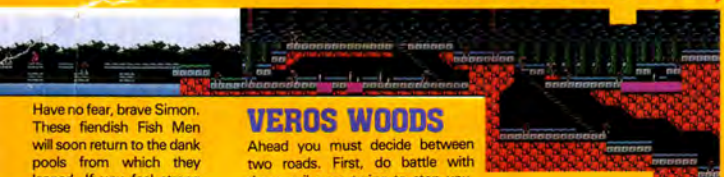
Get the Oak Stake.

The Oak Stake is the only way to stop the ancient evil of Count Dracula. Pay what you must, for its power will aid you in your search for the Count's missing parts.

Claim the Rib Bone!

You will soon come to a special room. At its right edge lies a glowing ball. Drive your Oak Stake into the ball. You will attain the Rib Bone of Count Dracula!

BERKELEY MANSION



Have no fear, brave Simon. These fiendish Fish Men will soon return to the dank pools from which they leaped. If you feel strong enough, let them feel the sting of your lash, and claim precious Hearts.

VEROS WOODS

Ahead you must decide between two roads. First, do battle with those evil ones trying to stop you. Now take the road to the Mansion of Berkeley or to the town of Veros.

TOWN OF VEROS

You have attained great wisdom on your journey both to and from the Mansion of Berkeley. But the true meaning of the information you fought for cannot be fully realized unless you travel now to the town of Aljiba. Enroute, stop at the Yuba Lake. If you do something special here at lakeside, a secret underground passage will appear!

The Town of Aljiba

ALJIBA WOODS CAMILLA CEMETERY

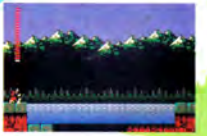
In the town of Aljiba, you will gain information of the utmost importance to your quest. Attend carefully to what the townsfolk say. Offer to trade your White Crystal for a Blue Crystal. The blue magic will be the key to your conquest of the Berkeley Mansion.

Get the Laurel no matter what!

Claim the Laurel as your own. It has the power to make you invincible. If you have hearts to spare, also purchase the Garlic.

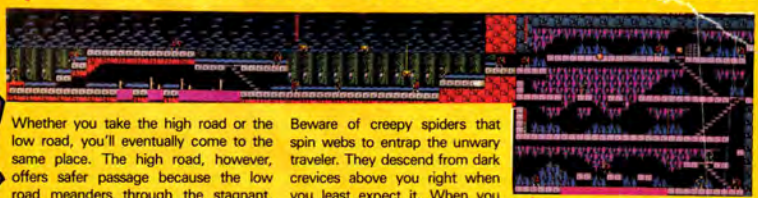
Conjure up the Crystal magic!

Friends can be found in the small town of Jova. Search them out. You will know them by what takes place when you reveal to them your White Crystal.



Hi! Ho! You didn't expect a secret passage!

BERKELEY MANSION DENIS WOODS DABI'S PATH



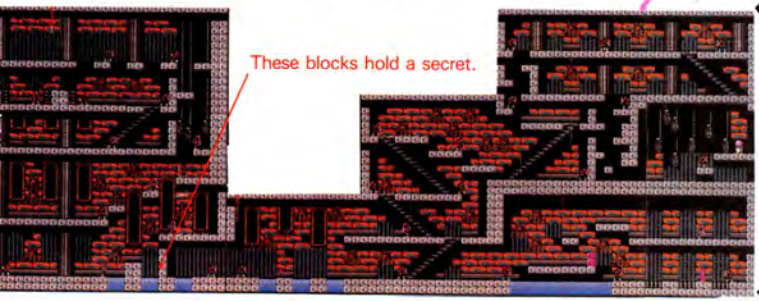
Whether you take the high road or the low road, you'll eventually come to the same place. The high road, however, offers safer passage because the low road meanders through the stagnant, murky waters of a poisonous swamp.

Beware of creepy spiders that spin webs to entrap the unwary traveler. They descend from dark crevices above you right when you least expect it. When you see them coming, make haste!

TOWN OF VEROS

The Mansion of Lauber

The Mansion of Lauber appears to have only two very large and cavernous rooms. The one on the left is easily entered, but it holds nothing of value. To gain access to the one on the right, gather your courage and leap towards the lower center blocks.



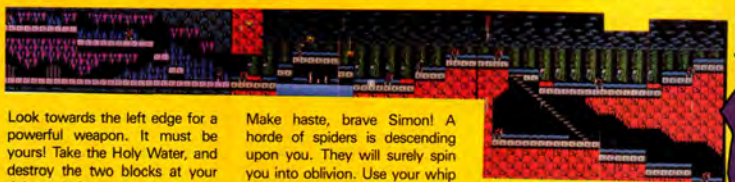
2 places hold secret clues.

Search out the lowest, dankest passage of the mansion. One clue can be found along its right edge. Then look along the right edge of the topmost passage for the second sacred clue.

Dracula's Heart is within reach!

If you don't have the Oak Stake, all will be lost. You must remember to purchase it from the old crone. Now seek out the Count's gory heart hidden inside the room in the middle of the right edge.

ALJIBA WOODS TOWN OF ALJIBA



Look towards the left edge for a powerful weapon. It must be yours! Take the Holy Water, and destroy the two blocks at your right and it's yours!

Make haste, brave Simon! A horde of spiders is descending upon you. They will surely spin you into oblivion. Use your whip to fend them off as you make good your escape!

YUBA LAKE

Your valiant quest now leads you to Brahm's Mansion. But before you can cross its dangerous threshold, you must once again return to the town of Jova. From there, embark on your venture at the left end of town. The road ahead is fraught with peril. The poisonous waters and stinking vapors of the dreaded Belasco Marsh plus the wide expanse of the Dead River lie between you and your next goal.

2 clues are hidden here.

The search for the two clues is perilous, but worth the battle. One ancient clue weaves a tale of a Silk Bag which can add to your supply of medicinal herbs. The other reveals the secret of Deborah Cliff.

DEAD RIVER

BRAHM'S MANSION

Board the ferry at the first opportunity. The ferryman can be trusted. Be sure to talk with him for he knows much. If you hold Dracula's heart and then talk with the ferryman he will ferry you to Brahm's Mansion.

Hold your ground when you see the dreaded Fish Men spring from the dank waters of the river. One wrong move, and you could end up in the abysmal depths as fish food.

Brahm's Mansion

The powerful Grim Reaper approaches.

Your best plan is to wait for the Grim Reaper to approach from above as you stave off the attacks of other enemies. As he closes in, strike again and again wielding your whip with lightning speed. Hold steadfastly to your attack, and he won't be able to move which will give you the time you need to win.

You must be patient and wait for just the right moment.

Beat Grim Reaper for the Golden Knife.

He who grasps the Golden Knife wields immense power. Take up the Golden Knife, and use it to fight your way to your next goal: the glowing ball in the room to the far right. Raise your Oak Stake and drive it downward into the ball. You will attain a great reward—the eyeball of Count Dracula!

The task of destroying the curse is far from over. More secrets and magic items have yet to be won.

BELASCO MARSH

To cross the vaporous swamp of poison you must hold on to Dracula's rib bone and leap. It would also bode well to use the Laurel you purchased from that friendly merchant in the last town.

TOWN OF JOVA

Castlevania II
Simon's Quest
The quest continues!
Ahead of you lies the difficult task of finding the last two missing parts of the evil Count Dracula—the Nail and his ancient Ring. Only then will you be able to face the ultimate encounter with evil. But beware! You must also face Darkness. You must search it out and claim it for battle—no matter what the cost.
The Ring
The Nail
Once you have collected all the items you need, steel yourself for the final challenge. You must find a way into the dark reaches of the evil Count's lair—Castlevania!

Castlevania II Simon's Quest™

©KONAMI 1988

A map of an ancient land—Transylvania

The village folk tell of a time long ago when Transylvania was a land of tranquil beauty. There were no maps in those days. People were happy to go anywhere whim took them. But then the dark times descended with the arrival of the evil Count Dracula. The land changed to a place of poison, distrust and dread. Maps were made to help villagers avoid the places of greatest evil—the Count's five mansions as well as other places of danger and despair. Use the map well for victory on your quest as Simon Belmont. If you are victorious, peace will return, and maps will be needed no longer. Fight the noble fight, Simon!

STORIGOI GRAVEYARD
WICKED DITCH
BODLEY MANSION
DEBORAH CLIFF
TOWN OF ONDOL
TOWN OF DOINA
SADAM WOODS
JAM WASTELAND
NORTH BRIDGE
DORA WOODS
TOWN OF AUBA
TOWN OF YOMI
DEAD RIVER
VRAD GRAVEYARD
EAST BRIDGE
DENIS MARSH
BRAHM'S MANSION
CASTLEVANIA
BERKELEY MANSION
VRAD MOUNTAIN
DENIS WOODS
BELASCO MARSH
JOVA WOODS
SOUTH BRIDGE
TOWN OF VEROS
TOWN OF JOVA
VEROS WOODS
DABI'S PATH
YUBA LAKE
LAUBER MANSION
DEBIOUS WOODS
LARUBA MANSION
JOMA MARSH
BORDIA MOUNTAINS
CAMILLA CEMETERY
TOWN OF ALJIBA
ALJIBA WOODS

HAUNTED CASTLE™

The honeymoon is over before it has begun in Haunted Castle. Simon Belmont's wife has been kidnapped by an evil Vampire. Fearing nothing, Simon boldly starts on a quest to find his missing bride. He begins his mission with a whip as his only weapon, but he can obtain a more powerful weapon, a chain or sword by destroying particular enemies.

Simon collects small and large hearts that appear after destroying certain enemies. The amount of hearts the player collects determines the number of times he can use a power-up item.

Released on September 22nd, 1988 in Arcades throughout the USA, Haunted Castle is an alternate version of the original Castlevania story. Simon Belmont has just married the lovely Selena, and as he and his new bride celebrated at the village church, terror struck. Suddenly the empty sky filled with dark clouds, and with a rolling thunder that shook the earth, Dracula once again awakened from his slumber. Asking for Serena's blood, he flew down during the wedding, and stole her away. Simon Belmont headed for Dracula's demonic castle, armed with only a whip, and determined to rescue his wife at any cost. Little did he know the horrific challenge that awaited him deep within the dark realm of Dracula's Castle.

Haunted Castle was actually the 3rd game released in the U.S. behind Castlevania and Vampire Killer, however it was quickly forgotten. There were many reasons why the game was not successful, one being that Simon was too large and often appeared awkward on the arcade screen. Also his size made him an easier target for enemies. The game was extremely difficult due to the player only being allowed 1 life and 3 continues. Haunted Castle was also released in Europe and Japan, where it fared a little better than the United States, but overall the game had very poor sales and vanished fast from arcades around the world. Haunted Castle does have a few positives, one being the soundtrack which actually gets better with each level. Despite Simon's rather large look, the graphics are excellent and live up to arcade expectations. The game was ported to the PlayStation 2 in Japan, but no plans have been made for any other re-release. Like Vampire Killer, Haunted Castle is one of those Castlevania games that many fans of the series have never even heard of, and will probably never play. It is still a rare treat to own Haunted Castle on arcade, and despite all of the problems with the game, it is still worth a try for the relentless Castlevania fan.

 Simon Belmont	The most recognized hero of Castlevania, Simon Belmont's wedding to Serena was interrupted by Dracula as he stole his bride. Simon must now venture into Castlevania to rescue Serena, and destroy Count Dracula.
 Serena	Simon's wife Serena, beautiful and innocent. She does not know why Dracula kidnapped her, nor what his intentions are. However deep down inside, she knows that Simon will do whatever it takes to rescue her.
 Dracula	Count Dracula crashed Simon and Serena's wedding to steal her away in order to prove his supremacy. Dracula rises once every 100 years, and this time around may be his most vengeful yet as he has the lovely Serena in his possession, and awaits Simon's challenge.

Enemy	Location
Axe Knight	Stage 3 & 5
Bat	Stage 1, 2, 4 & 6
Eyeballs	Stage 3 & 4
Fishman	Stage 2
Ghost	Stage 3 & 5
Harpy	Stage 3
Hunchback	Stage 3, 4 & 5
Mummy	Stage 4 & 5
Raven	Stage 1
Rock Monster	Stage 2
Rolling Stone	Stage 1
Silverware	Stage 3
Skeledragon	Stage 2
Skeleton	Stage 1, 2 & 4
Skeleton Ghost	Stage 2
Spirit	Stage 3
Wall Widow	Stage 1
Zombie	Stage 1

Boss	Location
Medusa	Stage 1
Bone Dragon King	Stage 2
Stain Glass Knight	Stage 3
Stone Golem	Stage 4
Frankenstein	Stage 5
Dracula	Stage 6
Dracula (2nd form)	Stage 6

Sheer terror is at hand...

Now you're in the misty midst of Dracula's less than welcoming lair. There's no place to hide, no place to run. The only direction you can go is "dead" ahead into the darkness that is Castlevania.

With the taste for sweet revenge on the tip of his fangs, the blood thirsty prince of darkness hungers for a succulent delicacy, and your throat is definitely on his menu. But before you reach this host of horrors, you must risk your neck against multitudes of unearthly evils that lurk around every corner.

Released in December 1989 for the Nintendo Game Boy, Castlevana: The Adventure is the story of Christopher Belmont, the forefather to the legendary Simon Belmont's quest to destroy Count Dracula. It is the year 1576, well over 100 years before Simon's historic battle with the Count, and Christopher Belmont must go through 4 difficult stages which feature enemies and bosses never before seen in the Castlevania series. Castlevania: The Adventure was released just a few months after the Game Boy, Nintendo's first venture into the world of handheld gaming, was brought to the United States. The Adventure is very limited in terms of game play, graphics, design and even sound effects when compared to the Castlevania Game Boy Advance and DS releases. The Adventure is a very short game, 4 stages in total. There are no stairs to climb, no special sub-weapons like the Axe or Knife, and while it does have whip upgrades, your character loses them each time he gets hit in battle. None of the classic Castlevania enemies like Medusa, Death or even Skeletons and Zombies can be found in this game. The artwork on the box cover looks great, but everything is completely downhill from there with the exception of the soundtrack. Playing Castlevania: The Adventure eventually got a little better when Nintendo released the Game Boy Advance because it automatically colorizes the game, as does playing it on the Game Cube. However the only way to use the Game Genie codes, which are almost necessary to beat the game is to play it on the Game Boy.
Castlevania: The Adventure is a low point of the popular franchise. It has been highly criticized throughout the years and also has been quickly forgotten by many fans of the series. The game was remade 20 years later and released on the Wii Virtual Console where it was called Castlevania: The Adventure ReBirth. The remake is far superior to the original in graphics and game play.

 Christopher Belmont	More than 100 years before Simon Belmont's legendary battle against Dracula, Christopher Belmont, Simon's forefather sets out to Castlevania with one thing on his mind, defeating Count Dracula and destroying the castle in which he roams.
 Dracula	Count Dracula has fought against many legendary members of the Belmont clan, and Castlevania: The Adventure is no different as the Count does battle with the heroic Christopher Belmont, one of the first Belmont's to venture into Castlevania.

Enemy	Location
Bat	Stage 1, 2 & 4
Big Eye	Stage 1, 2 & 3
Eagle	Stage 1
Gobanze	Stage 4 (also Stage 1 boss)
Goblin	Stage 1 & 3
Knight	Stage 4
Mud Man	Stage 1 & 3
Punaguchi	Stage 2 & 4
Worm	Stage 3
Zeldo	Stage 2 & 4

Boss	Location
Gobanze	Stage 1
Undermole	Stage 2
Death Bat	Stage 3
Dracula	Stage 4
Vampire Bat	Stage 4

CASTLEVANIA THE ADVENTURE™

The Terror Of The Night Returns

The name of the game may be the same, but the Castlevania adventure is all new. Simon Belmont, vampire hunter extraordinaire, returns to the Transylvanian haunts of Count Dracula!

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THE UNDEAD NEVER DIE

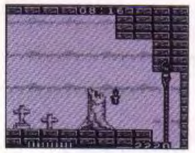
Some vampires just refuse to die, like the Dracula of Konami's Castlevania series. This Game Boy addition to the family has all the elements and excitement of the NES versions and a challenge all its own. With whip in hand, you'll hunt vampires and ghouls in the time-honored fashion. Some of the other items, however, are used differently in this version. As for the look and feel of the game, it's Castlevania all the way.

As always, you'll attack using your whip. You can stand and whip, crouch and whip or even jump and whip. Timing is critical because the whip action is a bit slower than on the NES.

The jump attack is the most difficult because it requires practice and excellent timing. To whip at the high point of your jump, push the B Button immediately after you jump.

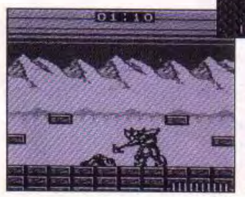
EXTRA LIVES

In this first stage there is a Life Loop that allows you to add extra lives. At the beginning of Stage 1 leave the first candle and hit the 11th candle for a 1-Up. Then, at the top of the fifth rope keep climbing into the ceiling. Take the 1-Up and other prizes there. Allow your character to lose a life and repeat the process. Each time you do so you'll add one life to your total.

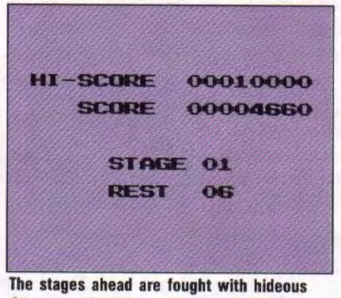


The 11th candle is a 1-Up if you've left the first candle.

At the top of the rope you'll climb into the wall and discover a hidden room. The 1-Up is waiting.



Let your character die off and start again. Each time you do so you'll net an extra life.



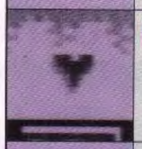
The stages ahead are fought with hideous dangers and you'll need all the extra lives you can get. Use the Extra Life Loop to build up a dozen or more extra lives to see you through to the end.

HELP IN DARK PLACES

The items you pick up along the way will help you defeat the armies arrayed against you. Many look similar to items in other Castlevania games, but they are used automatically and you can't choose when to activate them.

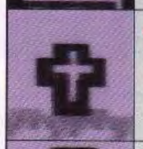
HEART

Grab a Heart to boost your Life Meter by several sections.



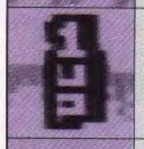
FLASHING HEART

Flashing Hearts refill your entire Life Meter, but are harder to come by than regular Hearts.



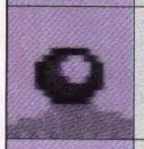
CROSS

Once you pick up the Cross you will become invincible for several seconds.



1-UP

The 1-Ups add one life to your current game. Many are found in hidden rooms.



CRYSTAL

The first crystal gives you a Morningstar (chain whip) while the second crystal gives you Fire Balls.

COINS

The Coins gathered along the way will add 50 points to your overall score.

LURKING DANGERS

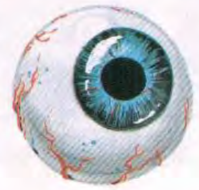
A new batch of beasties is on the prowl, guarding the grounds of Castlevania. Learn their strengths and weaknesses and the patterns of their movements before entering into battle. In addition to these foul folk you'll encounter guardians at the end of each stage. Defense strength is the number of hits needed to defeat a creature. Attack is the number of hits it inflicts on Simon.

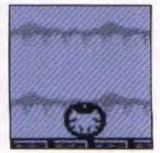
MUDMAN

Stages 1 & 3
Defense 1
Attack 1

The Mudman drops from above like a splat and slowly takes on a human form. Hit him low when he first lands on the ground.

EYE





Stages 1 & 2
Defense 1
Attack 1

Quick reflexes will defeat the rolling Eye. Watch for them when you climb ropes. In some cases you can jump over them.

CREEPER

Stage 1
Defense 2
Attack 1

The Creeper shuffles along like an animal. If you hit it with the whip, it jumps at you. So be prepared to hit it twice.

EAGLE

Stage 1
Defense 1
Attack 1

Eagles pass overhead, then dive and attack from behind. Always turn to face them and use the whip while standing firm.

BAT

Stages 1, 2 & 4
Defense 1
Attack 1

Unpredictable flight patterns make the bats very dangerous. Look for a Cross in the vicinity or stand to one side.

SPITTER

Stages 2 & 4
Defense 4
Attack 1

The balls that Spitter fires at you will bounce around the chamber until you hit them. Dodge and run on by if you can.

NIGHTSTALKER

Stages 2 & 4
Defense 5
Attack 2

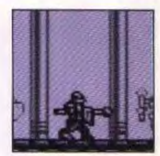
The boomerangs follow two patterns. High to low or low to high. To evade them, duck high throws and jump over low throws.

WORM

Stage 3
Defense 2
Attack 1

Whenever you encounter these creeping Worms make sure you finish them off. Use Fire Balls and watch your step!

KNIGHT



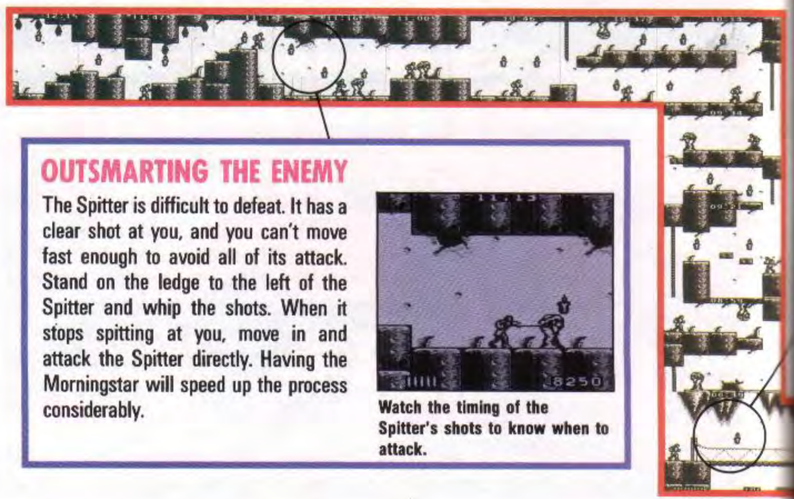
Stage 4
Defense 2
Attack 1

In the hall where you meet the Knights, leave the items and concentrate on not getting sandwiched. Attack the rear Knight first.

STAGE-2

START ▶

You should be able to clear the dangers of Stage 1 using the tips below. Now with every step the journey gets harder. Bats, Spitters and the Nightstalker haunt this second stage, calling for new strategies. As you enter for the first time, go slowly, noting where the enemies lurk in the shadows before charging ahead. Don't try to battle them all. Sometimes it's better to skip ahead and save your energy. The same is true for collecting items. If you've collected extra lives in Stage 1 then you won't have to reach some of the dangerous candles here.



OUTSMARTING THE ENEMY

The Spitter is difficult to defeat. It has a clear shot at you, and you can't move fast enough to avoid all of its attack. Stand on the ledge to the left of the Spitter and whip the shots. When it stops spitting at you, move in and attack the Spitter directly. Having the Morningstar will speed up the process considerably.

Watch the timing of the Spitter's shots to know when to attack.

STAGE-1

Your quest begins outside the castle, then leads up the giant stairs. Even here, far from the inner terrors, you will find little peace. Mudmen and Eagles drop from the sky. Eyes tumble down on you as you climb, and Bats hover about your head. But you can gain great advantages here, too. Collect extra lives and power up your whip so that you have both the Morningstar and Fire Balls. Learn the attack movements of monsters, and how to outwit them. Then you will be ready.

HIGH AND AWAY

Sometimes the candles are placed in positions that seem impossible to reach. In fact, you can't reach all of the candles, but you can still knock them out and take the item. Claim the candle shown here by using your Fire Balls while standing on top of the wall to the left, then jump down and retrieve the item.

You'll never be able to reach this candle, so use the Fire Balls.

MASTER THE MUDMEN

Mudmen aren't much of a threat if you know how to deal with them. Once they drip down from above and land on the ground, they'll begin to grow into human form. Hit them when they're still growing. If you don't attack them, they will follow you and may sneak up from behind when you're battling another enemy.

Crouch and whip to defeat the Mudman before it has a chance to take shape and attack you.

When the Mudman splats on the ground it is no more dangerous than a mudpie.

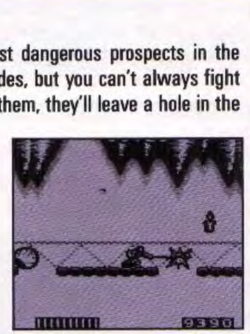
START ▶

SECRET ROOM

At the top of the fifth rope is a secret room where you'll find a 1-Up and other items. Keep climbing into the ceiling until you reach the room. This is just the first of many hidden chambers in Castlevania.

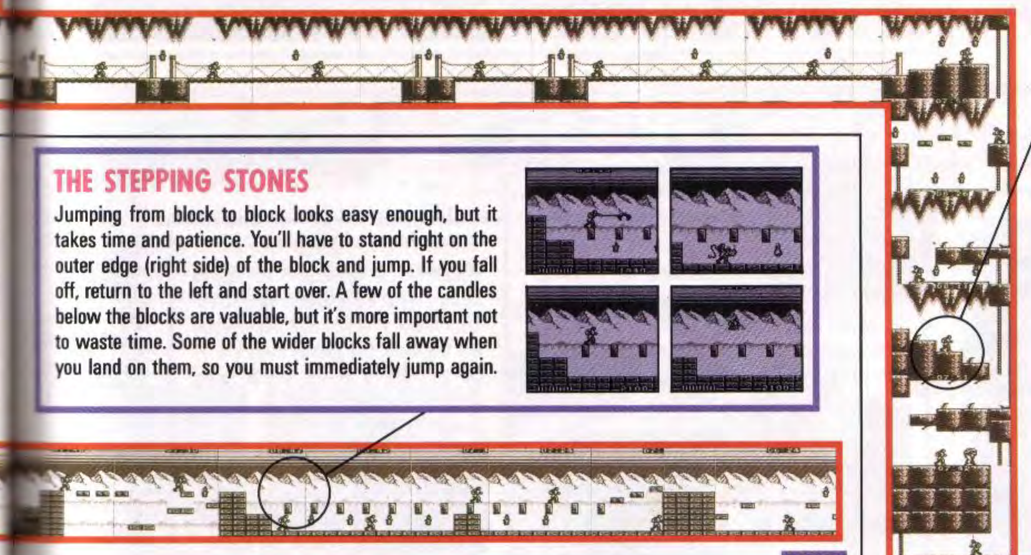
BRIDGES OF PERIL

Crossing the bridges is one of the most dangerous prospects in the game. Enemies will attack from both sides, but you can't always fight back. The problem is that if you defeat them, they'll leave a hole in the bridge. Instead, jump over them, then turn and use your whip once they are behind you. At the same time you will have to deal with rolling eyes. Be sure to jump early enough to clear them.



SECRET ROOM

On the fifth ledge of this chimney you will find four steps. Stand on the third step down and attack the Eye when it rolls toward you. If you defeat it, the rope that was hidden here will take you to the Secret Room.



END

Stand on the third step down and use your whip on the Eye.

Climb down to the Secret Room and its valuable items.

THE STEPPING STONES

Jumping from block to block looks easy enough, but it takes time and patience. You'll have to stand right on the outer edge (right side) of the block and jump. If you fall off, return to the left and start over. A few of the candles below the blocks are valuable, but it's more important not to waste time. Some of the wider blocks fall away when you land on them, so you must immediately jump again.

END

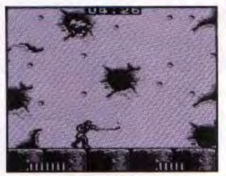
THE GIANT

This servant of Dracula is huge and strong. One knock of his club can put you out of action. But you are quicker. By ducking in close, whipping, then darting back a step, you can defeat him. You can also use the ledges above to jump over him and attack from the rear, which is even safer.

Once you've whipped the giant, step back out of the range of his attack. Then do it again.

THE DRIPS

The Poisonous Slime appears in the holes and drips down on you. As soon as they appear is when you must strike. There are twenty of the Slime enemies to defeat, which will keep you on your toes.

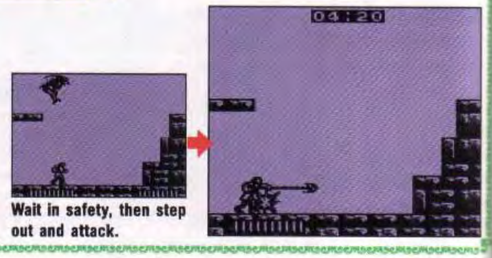


STAGE-4

Your journey into the upper reaches of Castlevania has just begun. Spikes, falling stones and a host of enemies will beset you. The stage is longer than any before and the dangers are greater. You'll have to race against the clock while taking care with each step.

DEATH BAT

Learning the attack pattern and safety zones in this chamber is the key. Stand below the boss when it is hovering in the air. Its attack will be toward the opposite side of the room. When it comes down, move quickly across the room and whip. Then it will fly up again. Repeat the same strategy on this side of the room.



Wait in safety, then step out and attack.

SECRET ROOM

About half way up the rope is the entrance to the secret room. Jump off and go inside for the 1-Up and items.

PINS & NEEDLES

The hazards in this long stretch are many, from falling stones to attacking enemies. The worst may be the spikes that can suddenly end your quest. Don't hang around admiring the view. Move as quickly through the area as you can.

MORE SPIKES

Watch for the patterns of the spikes as they shoot out and time your run to miss them. Practice and observation are the keys, but luckily there's a 1-Up just ahead in the secret room. Once you've mastered the timing, hurry through!

Leap to the rope as quickly as possible to avoid the Eagles.

Climb high then jump to the ledge.

Jump up to attack the Eagle.

The blocks will fall as you jump, so move quickly.

THE SKY IS FALLING

This area is a real headache, especially if the ceiling smashes into your head with its brutal spikes. Speed is your best weapon. Don't stop to get candles on the way. Your goal is the giant screw that brings the roof down. You must destroy it and move on.

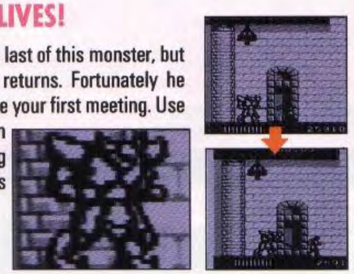
Use the whip to break through the giant screws that bring the ceiling down. You won't have long so it's best to have the Morningstar.

STAGE-5

The final leg of the journey is at hand. Spikes, Knights, giants and a super secret room will keep you guessing at every turn. The most difficult jumps in the game await you, so be prepared to lose a few lives. Whatever you do, don't despair. You're almost home!

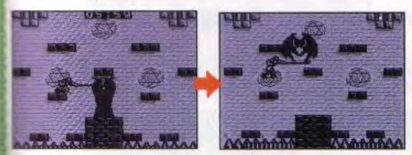
THE GIANT LIVES!

You thought you had seen the last of this monster, but now, almost at the end, he returns. Fortunately he hasn't become any wiser since your first meeting. Use the same strategy—getting in close, whipping, then dodging backward—to defeat him this second time.



DRACULA

Finally you have reached the Prince of Darkness. Your moment to attack comes when he is in the form of a bat. From the middle lower platform, wait until the bat moves to the left, then attack.



The platform shown is your base of attack. When Drac is more himself (and less of a bat), use the left and center platforms to evade him.

A LADDER OF SPIKES

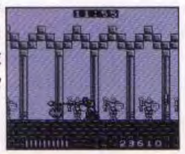
Use the spikes as a ladder to reach the upper realm of Castlevania. When the spike is extended, jump to it, then jump to the next spike as it shoots out. Timing is absolutely critical.

SECRET ROOM

In this shaft there is a hidden floor and a hidden rope that lead to the secret room. Jump off the rope onto the invisible floor, then search for the hidden rope.

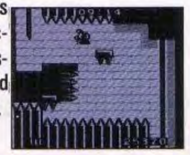
THE KNIGHT

The Knight is a persistent fighter who appears at random in the hallway. Attack as soon as you spot him because there will be a second Knight along any second.



A FLOOR OF SPIKES

Spikes in the ceiling and walls are not enough to satisfy Dracula. Now there are floors of spikes! Jumping over them takes skill and practice. One misstep will end your journey.



Castlevania III Dracula's Curse

It's a cursed world we live in, thanks to Dracula.

The time is 100 years before Simon Belmont's birth. The moon burns red overhead and black clouds loom large on the horizon. All is still and quiet. Only the call of a distant crow stirs the cold night air. Suddenly, thunder roars out of the Morbid Mountains and into the village of Warakiya. Like the yell of an angry giant, the terrible sound shakes homes and shops as if they were sapling branches.

But no one blinks an eye. The village is dead calm. For all the people have fled after receiving warnings from the Great Beyond that Count Dracula has assembled a mighty army of evil, and they're poised to march up from the Valley of Graveyards to bury mankind in a Tomb of Terror. Unfortunately, there's no corner on Earth that won't be gobbled up by this bloodthirsty legion of Swamp Dragons, Slasher Skeletons and Forces of the Undead.

The last line of defense is you, Trevor Belmont - the forefather of Simon Belmont and the origin of the Belmont Warlord Chromosomes. But your chances are slimmer than Jim. In fact, the only real edge you have over this fang sharpened freak is your power to transform into three different partner spirits: Grant DaNasty, the ferocious Ghost Pirate. Sypha, the Mystic Warlord. And Alucard, Dracula's forgotten son. Each of these spirits will confront you as you fight through 17 possible levels of never-ending fright, including the Haunted Ship of Fools, the Clock Tower of Untimely Death and Curse Castle. You must also possess the strength to wield the mighty Battle Axe and Mystic Whip, which were given to you by the Poltergeist King.

So go forth young Trevor into the cold black night, where death lurks around every corner and evil lingers on every stone. And remember, if your courage and cunning are any less than magnificent or if you fail to choose the correct Paths of Fate, you'll be banished to the world of the undead, and zombies will rule until the end of time.

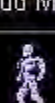
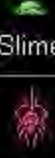
Brought to the U.S. on September 1st, 1990, Castlevania III: Dracula's Curse is a prequel to the original Castlevania game. Its game play and castle layout is similar to its original predecessor. To many die hard Castlevania fans, Dracula's Curse was the highlight of the 3 games made for the NES.

It is the year 1476, and Count Dracula has started to ravage Europe with an army of monsters as revenge for the death of his human wife Lisa, who was burned at the stake by the people of Warakiya after accusations of witchcraft. The Belmont family of vampire hunters, once exiled from Warakiya, are called into action by the Church. They feared the Belmonts' "super-human" power, but with Dracula menacing to swallow Europe in darkness, they are left with no choice but to call Trevor Belmont, current wielder of the Vampire Killer Whip.

Joining Trevor on his journey to defeat Dracula are Sypha, a great witch who was originally called upon by the people of Warakiya to defeat Dracula before she disappeared. Also Grant DaNasty, a former pirate whose entire family was killed by Count Dracula. And Alucard, the son of Dracula who has had enough of his father's evil ways, and wants to help put an end to the terrorizing that most of Europe faces from Dracula's minions.

The Curse of Dracula is upon Warakiya, and only a Belmont can stop the Count and his demons from slaughtering all mankind. Trevor Belmont is ready to face this atrocity, and save Warakiya before its too late. To succeed in this Trevor must travel to where many have never returned, to where evil is lurking around every corner, to where courage and strength are a necessity, he must venture into Castlevania.....

 Trevor Belmont	Trevor Belmont is the great-grandfather of Simon Belmont. It is the year 1476, and Dracula has waged a war against humanity due to the death of his wife Lisa, who was burned at the stake after being accused of witchcraft. The people of Warakiya have called upon Trevor to save them from the wrath of Count Dracula.
 Grant DaNasty	Grant is a former pirate whose entire family was killed by Dracula. When Grant opposed Dracula, a curse was placed upon him that turned him into a monster. It is up to Trevor to free Grant of this curse and in return gain his aid to defeat Count Dracula.
 Alucard	The son of Dracula whose full name is Adrian Farenheights Tepes, awaits Trevor in Alucard's Cave. If Trevor is successful in defeating Alucard, the curse of evil put on him by his father will be broken, and Alucard will offer to join in the battle against Dracula.
 Sypha Belnades	Sypha is a witch who grew up in Warakiya. After her entire family was murdered because of their dealings in witchcraft, she went on to seek refuge at a church which granted her protection. Sypha was called upon to rid Europe of Dracula, but was turned to stone by Cyclops in the Mad Forest. Only defeating Cyclops will break the stone curse on Sypha.
 Dracula	After his wife Lisa, who was a human, was burned at the stake by the people of Warakiya, Dracula raised an army of demons whose purpose was to destroy all of Europe as revenge for her death. After Sypha vanished on her way to destroy Dracula, the people of Warakiya called upon Trevor Belmont to aid in the quest to rid Europe of the evil Count Dracula.

Enemy	Location
Arm Knight	Clock Tower (second quest)
Axe Knight	Tower of Terror, Causeway, Cliffside, Castle Courtyard, Main Hall & Inner Halls
Ball of Destruction	Alucard's Cave, Tower of Terror, Castle Courtyard & Inner Halls
Balloon Pod	Mad Forest
Bat	Warakiya Village, Murky Marsh. Sunken City, Underground Catacombs, Cliffside, Main Hall & Castle Keep
Bone Pillar	Warakiya Village, Mad Forest, Tower of Terror, Causeway, Castle Courtyard, Inner Halls & Castle Keep
Bone Scimitar	Clock Tower, Sunken City, Underground Catacombs, Castle Courtyard & Inner Halls
Dhuron	Haunted Ship, Cliffside & Main Hall
Fireman	Alucard's Cave
Fishman	Causeway, Sunken City, Underground Catacombs & Inner Halls
Fleaman	Warakiya Village, Causeway, Cliffside, Castle Courtyard & Inner Halls
Ghost	Warakiya Village & Haunted Ship
Ghostly Eyeball	Alucard's Cave
Harpy	Castle Courtyard & Inner Halls
Knight	Clock Tower, Tower of Terror, Cliffside & Main Hall
Mad Frog	Murky Marsh
Medusa Head	Warakiya Village, Clock Tower, Cliffside, Inner Halls & Castle Keep
 Mud Man	Murky Marsh
Mummy Man	Alucard's Cave, Underground Catacombs & Cliffside
Owl	Mad Forest
Raven	Haunted Ship, Tower of Terror, Causeway, Castle Courtyard, Inner Halls & Castle Keep
Red Skeleton	Mad Forest, Haunted Ship, Alucard's Cave, Cliffside & Castle Keep
Red Skeleton (Whip)	Underground Catacombs, Castle Courtyard & Castle Keep
Robed Zombie	Main Hall (second quest)
Skeledragon	Sunken City
Skeleton	Warakiya Village, Clock Tower & Causeway
Skeleton (Bone Throwing)	Warakiya Village, Haunted Ship & Main Hall
Skeleton (Whip)	Mad Forest
Skull Head	Warakiya Village, Clock Tower, Cliffside, Inner Halls & Castle Keep (second quest)
 Slime	Alucard's Cave & Main Hall
Spider	Mad Forest, Main Hall & Castle Keep
Winged Guard	Tower of Terror, Cliffside & Inner Halls
Zombie	Warakiya Village & Main Hall

Boss	Attack	Weakness	Location
Skull Knight	Sword	Whip	Warakiya Village
Grant DaNasty	Dagger	Whip & Dagger	Clock Tower
Hammer Cyclops	Hammer	Whip & Dagger	Mad Forest & Haunted Ship
Phantom Bat	Flying	Whip & Boomerang	Murky Marsh & Cliffside
Medusa	Bow & Arrow and Sonic Waves	Whip & Dagger	Haunted Ship (mid boss)
Mummies	Bandages	Whip	Haunted Ship of Fools
Alucard	Fireballs	Whip & Axe	Alucard's Cave (Part 1)
Frankenstein	Falling Debris	Whip	Tower of Terror & Underground Catacombs
Water Dragons	Fire Breath	Whip & Axe	Causeway
Skull Knight King	Sword	Whip	Alucard's Cave (Part 2)
Bone Dragon King	Body	Whip & Axe	Sunken City
Leviathan	Fireballs	Whip	Castle Courtyard
Death	Scythes	Whip & Boomerang	Main Hall
Doppleganger	Same weapon you have at time of battle	Whip	Inner Halls
Dracula	Fire & Teleporting	Whip & Axe	Castle Keep
Dracula (2nd form)	Dripping Blood	Whip & Axe	Castle Keep
Dracula (3rd form)	Energy Bolts	Whip & Axe	Castle Keep

Castlevania III Dracula's Curse

Go Forth, Destroy Dracula With The Knowledge Of A Master

A Trip Into Castlevania's Past

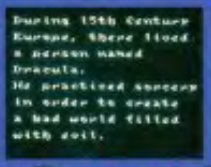
Make Your Way To The Castle Of Count Dracula

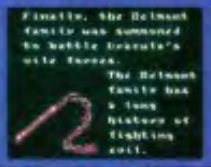
A wretched and winding path must be followed to reach Dracula, who plots from his lair in Curse Castle to overrun Europe with his undead forces!

FOR APPRENTICES	This path is the shortest and lets you enter the Castle at the midway point.
TAKE ROUTES 1-2 or 3-4-7-8	
FOR DEVOTEES	This will allow you to choose Alucard as your companion "spirit," but is a longer path.
TAKE ROUTES 1-2 or 3-5-9	
FOR MASTERS	The most difficult way to the Castle, it will also start you in the lowest level of the Castle.
TAKE ROUTES 1-2 or 3-5-6-10	

Choose From Three Helpful Spirits

In Castlevania III, you play the role of Trevor Belmont, youthful hero and originator of the Belmont warlord line. Your task is to foil the schemes of the Middle Ages' ultimate evil—Count Dracula. You will not be alone in your quest to conquer the Count. Along the way, you'll encounter three companion "spirits," each with special abilities, which you can enlist as your allies. Choose wisely the "spirit" you take along, for you can only have one accompany you at a time in your journey. In addition, once a helper has been dismissed, you cannot gain his services again. (For your first journey through Castlevania, we recommend finding Grant and keeping him with you until the end.) As you gain more experience, you can try using the other "spirits," or even go alone.





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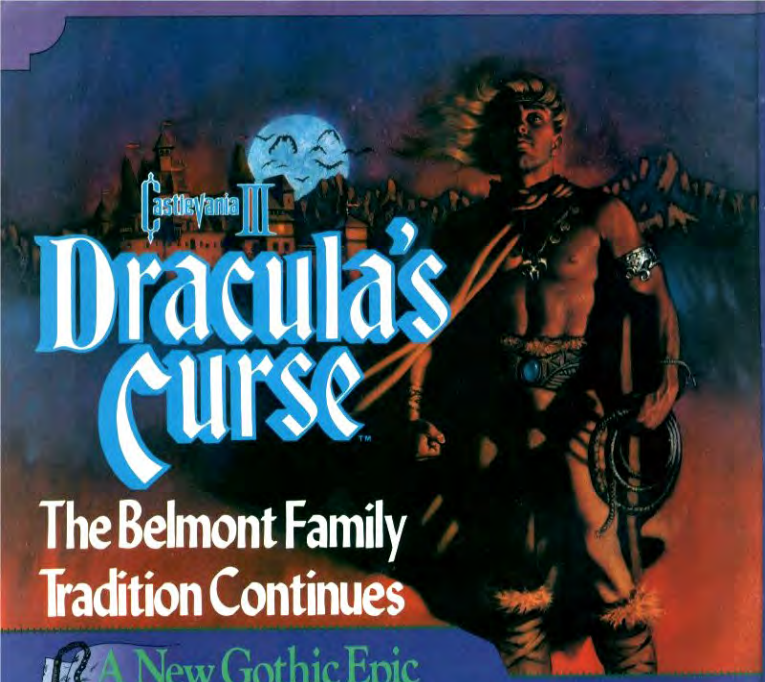


A New Gothic Epic

Konami is bringing one of the greatest NES adventure settings back to the NES this fall in Castlevania III: Dracula's Curse. Set 100 years before Simon's Quest, an ancestor of Simon Belmont has been summoned to foil the Count's plans in the 15th Century. Although it resembles the original Castlevania at first glance, Dracula's Curse has better graphics, sound and best of all—a huge new world full of hair-raising creatures to explore!

Castlevania has changed slightly in 100 years, but it's still the most ghoulish place on Earth!

TM&© 1990 KONAMI

Friends Of The Family

A century before Simon's heroic deeds, the Belmont family has been driven out of Castlevania. But when Dracula returns through evil sorcery, the people call for a hero. A lone member of the Belmont family remains in Castlevania, an ancestor of Simon, Trevor Belmont. Although he starts out his quest alone, he will encounter three unique and powerful friends to help him defeat Dracula.

TREVOR BELMONT

Heroic Master Of The Whip

The valiant vampire hunting tradition of the Belmont family is carried on by Trevor Belmont. A tough fighter with a heroic heart, Trevor bears no ill will towards the people of Castlevania for disowning his family, and goes to their rescue.

GRANT DANASTY

Wall Climbing Thief

Once a thief, Grant honed his wall climbing and acrobatic skills to superhuman levels. Now a hero, he fights using a needle sharp dagger, which although not a powerful weapon, gets the job done.

SYPHA BELMADES

Mysterious Wizard

Sypha commands the very elements through the use of magic. He attacks using magic based fire, ice and water. Like most students of magic, Sypha is physically weak, but the might of his spells makes up for this in battle.

ALUCARD

Rebellious Son Of Dracula

Even in the 15th Century, teenagers had parent problems, so why should the son of Dracula be any exception? As Alucard helps Trevor, he attacks by flinging fireballs, and like all vampires, he can turn into a bat!

More Super Features Make Castlevania III A Winner!

After you complete an area of Castlevania, you'll be given a choice of routes to take. And at certain points in the game, you'll meet one of your friends, who you can take with you on your adventure. After you meet another character, you can switch from Trevor to that character and use his special powers.

A BIG GAME FOR A BIG HERO

The Castlevania of Dracula's Curse is a vast land full of treacherous terrain and foul enemies. Trevor and his companions must thoroughly explore every road and location in the land to foil Dracula's evil plans of European domination.

Take any road you like, but be sure to explore everywhere!

EASY-TO-USE PASSWORD

Castlevania III's password system is somewhat similar to that used in Mega Man II, in that it uses a grid with symbols on it instead of letters and numbers. With no letters to confuse or mis-copy, it makes entering your password correct a cinch.

Before you enter the symbols onto the password grid, you'll have to enter the name that matches them.

"So, mortal man again foolishly pits himself against my undead forces. As I defeated all the others, so shall I defeat you and your puny helpers! You have been warned, Trevor Belmont..."

Dracula

ROUTE-1 (BLK 1-01 thru 1-04) WARAKIYA

Trevor begins his quest in the village of Warakiya. Fearing the invasion of Dracula's undead troops the villagers have fled, leaving Trevor alone to face the onslaught. Advance scouts of Dracula's armies have already invaded the town, but Trevor can easily master these weaker foes.

Total Number of Small Hearts and Bonus Bags in this Route:
$ = 30 ♡ = 7 (9300pts)

TREVOR BELMONT

A century before Simon Belmont gained fame for defeating Dracula, his forefather Trevor also battled the evil Count. When Dracula recently marshalled his undead armies to sweep through Europe, the people called for a hero, and young Trevor Belmont answered.

Forsaken Street

Warakiya's town square is vacant, but valuable items can be found in the candles. Get them all for a Long Chain Whip, a Dagger and extra Hearts.

Bats In The Belfry

Dracula's Bats have taken residence in the church tower and can be difficult to detect against the ornate stained-glass background. Be ready to whip them when they swoop to attack.

MAP II

Bone Chukkers

These skeletal threats lob deadly bones as they leap about. Clear them out before you go for the items in the candles.

You should have the Long Chain Whip by now; use it when the Bone Chukkers come into range.

Medusa Head Menace!

You'll meet Medusa Heads in more dangerous places, but here is where you can learn their attack mode. To avoid one, run away until it almost hits you then go towards it. The floating head should pass harmlessly under you.

Study the Medusa Head's pattern.

Don't jump on the trap doors.

MAP KEY

The following items are indicated on the maps of Castlevania:

- Big Heart—H
- Silver Cross—S
- Invincibility Potion—I
- Multipliers—M
- Pocket Watch—P
- Boomerang—B
- AXE—A
- Dagger—D
- Sacred Water—W

Day Of The Living Dead

Stem the endless torrent of Zombies with your whip, all the while advancing into the village. If you don't move as you whip, you'll never get anywhere!

Whip and move, whip and move.

Lore Of The Great Vampire Hunters

STAIRCASES

The top step of a staircase may appear to be a platform, but you cannot stand on it unless a block is visible behind it. Learn to use the stairs early in your quest.

Two types of staircases: with and without a block behind the top step.

Jumping Gremlins

Deal with these hopping horrors as soon as they come in whip's reach. Stand and wait for them to come to you. With the Gremlins gone, you can safely destroy one of the blocks and get access to the Meat.

Pillar Peril

The Pillar of Bones spits three fireballs, then recharges. Defend yourself with your whip and edge closer to the Pillar as it recharges.

Swing your whip swiftly to defend against the Pillar Of Bones.

Graveyard Attack

The Zombies which attack here are easy, but it takes good timing to whip the Bats. Try leaping over their leathern wings.

SKULL KNIGHT

As Trevor arrives at the graveyard, a pile of bones arises, forming into a Skull Knight! The skeletal creature steadily stalks you, swinging its sword. Jump onto the left platform, so the monster follows, but doesn't catch up.

As the Skull Knight lags along around the platform, strike him with your whip to do him in.

ROUTE-2 (BLK 2-01 thru 2-06) CLOCK TOWER OF UNTIMELY DEATH

Even though you can avoid exploring the clock tower and still make it to Dracula's castle, you should go through it anyway. A valuable ally, Grant DaNasty, is somewhere inside. His climbing powers and speed are helpful later in your quest.

Total Number of Small Hearts and Bonus Bags in This Route:
♡ = 14 ◑ = 5 (1000pts)

The Pit And The Pendulums

The only way to advance is to hitch a ride on the giant pendulums. Wait until they get close, then jump for it. As they swing towards your destination, jump off!

Elevated Enemies

There are three ways to get rid of enemies on a higher platform: jump up and swing your whip at them, go halfway up the stairs and whip them; or use a Special Weapon.

It often pays to be patient.

MAP I

Deadly Spikes

Many of the spikes you'll encounter on your adventure are deadly. If you touch them, even with full Life, you're history!

Medusa Abuse

As you ascend the stairs in this section, swarms of Medusa Heads will assail you. Ignore the candles, and concentrate on moving up as fast as possible. Deal with the Medusas using your whip or special weapon. The 1-Up at the top of this section can be collected by Grant on the way down the tower.

Use The Pocket Watch Wisely

The Pocket Watch can help you get past the Medusas. If it looks like one is about to hit you, freeze it. Remember, the Watch uses 5 Hearts, so you probably will run out on your way up the tower.

MAP I

Grinding Gears

To ride the giant gears, you have to put your foot on one of the teeth. Wait until the last moment before you jump off.

Lore Of The Great Vampire Hunters

SHOT MULTIPLIERS

The Double Trouble and Triple Threat can sometimes be found in blocks. Also, if you use a Special Weapon to defeat 10 enemies in a row, you'll earn the Double Shot item. Defeat another 10 with Special Weapons to get the Triple Threat item.

Don't collect another weapon or switch characters when you're going for the Double Trouble item.

Go Back To The Place Where You Started Route-2, Map I. Go Left Through The Door To Begin Route-3.

NASTY GRANT

To defeat the huge, ghostly-looking creature at the top of the tower, keep your distance and use a special weapon such as the Sacred Water or Dagger. Be ready to dodge when he's on the ceiling, because he'll throw an axe your way. He also attacks with a Dagger like yours, which can be leaped over.

What's this? The monster is actually a friend!

MAP III

To The Top Of The Tower

Again, the Medusa Heads attack when you are vulnerable—on stairs and perilous platforms! Go as fast as you can without making a misstep, and you can get through taking only a little damage. But hesitate, and you'll be lost!

Don't get mashed between the gears.

Avoid fighting on the edge of a platform.

As soon as you jump onto the lower gear, jump for the upper.

GRANT DaNASTY

Grant was once a fierce pirate captain—until Dracula killed his family and put a curse on him. Once Trevor breaks the spell, Grant can become a companion "spirit" who will help Trevor (Press Select to summon Grant's powers).

The Dagger and Axe are available to Grant as special weapons.

Grant learned to climb any obstacle while working the rigging of his pirate ship. His jumping abilities are also formidable.

ESCAPE FROM THE CLOCK TOWER!

Use Grant's speed and climbing powers to get out of the clock tower quickly. He can fit through small spaces and climb over walls that would otherwise block Trevor's progress.

Grant's powers are useful, but can be tough to handle. Practice!

ROUTE-3 FOREST OF DARKNESS

(BLK 3-01 thru 3-04)

Deadly owls reside in the Forest Of Darkness. Whether you've entered by way of the clock tower or from Warakiya, you'll have to face them. But it is worth the effort to gain the chance of getting a new "spirit" helper.

Total Number of Small Hearts and Bonus Bags in this Route:

♡ = 22 👜 = 2(400)

Whoooo's There? Giant Owls!

The hostile owls roosting in these trees have a tricky attack. First their eyes gleam through the branches. Then, in a flurry of feathers, they burst from hiding and swoop to the attack. The Boomerang is the best weapon to use against them.

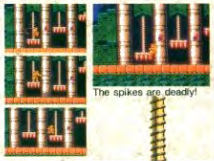
Throw the Boomerang, then move on. You get extra points for destroying more than one owl with a single throw.

Foggy Plateau

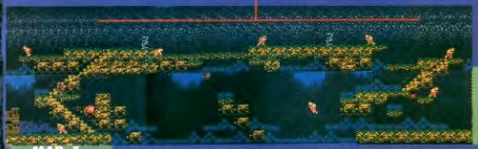
As if the Pillars Of Bones weren't enough, a group of grinning Gremlins are also bouncing around in this spooky setting. Don't go all the way up the stairs until the Pillar has spit three fireballs. Then edge closer until you defeat him.

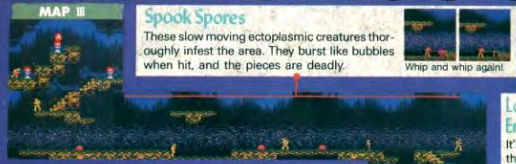
Monster Mashers

To make it past these traps, jump on top of them when they are low enough, then travel along the tops. Not only is this less hazardous to your health, but it makes it easier to collect the items in the candles.



The spikes are deadly!





Spook Spores

These slow moving ectoplasmic creatures thoroughly infest the area. They burst like bubbles when hit, and the pieces are deadly.

Whip and whip again!

Look Out! Enemies Below

It's tricky to get the drop on this whip-wielding skeleton. Try to get him to move right, then jump down to the left side.

Tangled Webs Of Terror

This section of the forest is crawling with Giant Spiders. When you see one coming down its web-line, jump up a few times, and the small Spider it throws at you will miss. You can then advance. A well-timed Axe will also make short work of a Spider.

GO TO MAP IV

THE CYCLOPS

The Cyclops lacks finesse in his attack and relies on brute strength and his monstrous hammer to crush his foes to a pulp. Don't fight the creature one-on-one, but use hit and run tactics. Pass up the Meat for now, because the block hiding it gives you access to a safe spot. Stay on the platform until it's safe to attack the Cyclops in the head.

After defeating the Cyclops, you'll find Sypha. If you take him along, you'll have to leave Grant behind.

SYPHA BELNADES

Long thought dead by the people, Sypha was actually captured by the Cyclops and turned into a statue. Sypha's main weapon is his staff, but since he is physically weak, he must strike swiftly to win.

•POWERFUL MAGIC•

Hidden in candles and lanterns along the way are the magic items Sypha must collect to cast spells. Three different items can be found:

Mystic fire destroys everything.

Freezes enemies for a short time.

Shoots energy in three directions.

ROUTE-4 (BLK4-0Athru4-0E) THE HAUNTED SHIP OF FOOLS

The ghost ship is a daunting obstacle, full of creaky rigging, rotting planks and a scurvy crew of undead sailors. However, if you make it to the ship, you're well on your way to Drac's Castle. Once conqued, the ship will take you across the lake.

Total Number of Small Hearts and Bonus Bags in this Route:
♡=55 ♧=8 (9600pts)

Headless Hunters

Due to the length of their swords, it's tough to take on Headless Hunters without a Long Whip.

Grinning Ghosts And Rotting Wood

Ghosts pursue you patiently and persistently. Because they take two hits to destroy, they can be dangerous. It's best to run under them and lead them to a spot where they can't knock you into a hole if they hit you.

Grant Is In Familiar Territory

If you kept Grant as your "spirit," you can take shortcuts on the ship.

SNAKE MAN SENTINEL

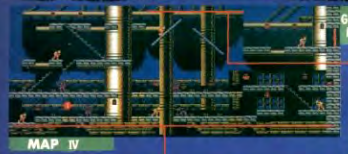
Keep your distance from this Snake Man and he will fire arrows that you can break with your whip. From a distance, Trevor throw Daggers at him. Sypha's magic has a powerful effect, and Grant can cling to the ceiling and attack with his Dagger.

Red Skeleton

Red Skeletons are truly undead, coming back again and again, impossible to destroy.

Too Bad You Can't Take The Stairs

The last two platforms in the series are tricky, you'll have to move fast to make it.



The Long Arm Of The Law

Lay down the law on these Headless Hunters using the Long Chain Whip. Sypha and Grant's attacks do not have the range to be effective against the long swords of the Hunters.

Rickety Rigging

High in the ghost ship's rigging you'll be faced with a pair of tilting masts, like the one you saw at the bow of the ship. Jumping from mast to mast can be dangerous, so it's best to use Grant here. As Trevor or Sypha, you'll have to leap to safety at the last instant.

Crows In The Crow's Nest

One hit by these raucous ravens might knock you from your precarious perch. Because it's dangerous to try to defeat them on the first platform, run to the right and make a stand on the bigger, safer platform.

Shortcut To Danger

Again, Grant can go over this wall to a direct encounter.

Lore Of The Great Vampire Hunters

THE MYSTIC WHIP SYMBOL

The Mystic Whip symbol will appear when you break a candle or defeat an enemy and have four or more Hearts. A second symbol will appear when you have eight or more Hearts. Collect both to fully power-up Trevor's whip or Alucard's Fireballs.

DOUBLE TROUBLE ON DECK!

MUMMIES The final challenge on the ghost ship pits you against two heavy hitters. First, a pair of mummies burst out of one of the coffins, attacking with deadly bandages. They are easy to destroy with the whip. Stay behind the left platform to dust the first one, then quickly go after the second.

CYCLOPS After destroying the mummies, a Cyclops will break out of the other coffin. Unlike the last time you fought one of these one-eyed ogres, there is no real safe spot nearby. However, you can use the two platforms to jump over him as he charges, and get in your licks whenever possible using your whip.

ROUTE-5 (BLK 4-01 thru 4-04) DIRE MIRE MARSH

If you took the lower Path of Fate in Route 3, you'll end up here. This area is one of the sections on the long route to Dracula's Castle. Don't be discouraged–you can do it!

Total Number of Small Hearts and Bonus Bags in this Route:
♡=11 ♢=3 (600pts)

Mad Frogs

As you make your way across the swamp, jump and whip, and jump and whip again. But since the frogs come out of the swamp randomly, this strategy doesn't always work. The constant jumping will at least keep you from getting stuck in the quagmire.

MAP I

GO TO MAP II

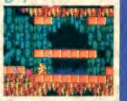
Queer Quicksand

You can sink quite a ways down into the quicksand here before you get stuck. A quick jump will take you back to the top. Wait too long though, and you're history. You can also jump rapidly across the surface, but it's tough with the Frogs constantly attacking.

Jump before it's too late!

If You're Really Hungry...

You can get Meat twice in the swamp, but the first location is more trouble than it's worth. Second can easily be obtained by anyone.



MAP II

GO TO MAP III

Mud Men

In the lower levels of the swamp live the mysterious Mud Men, beings formed from living mud! Mud Men ooze up out of the swamp randomly and then sink from sight. The Dagger and Boomerang are good to use against them.

Use the platforms rather than braving the marsh.

Get The Boomerang

Two Ghosts and a Whip Skeleton will attack as you enter this area. Destroy the Skeleton first, then run under the Ghosts until you have a safe shot at them. Once you have defeated them, get the Boomerang.

Keep the Boomerang until you get to the end of this route.

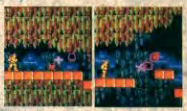
Massacre Mud Men For Mass Points

Wipe out four Mud Men with each throw of your Boomerang, and you'll get 2,400 points. The Mud Men will return so you can do it again.

Get your first extra life at 20,000 points and then another every 50,000 after that.

You're About To Go Batty!

You're getting close to the master of this stage, but first you'll have to defeat a few of his friends. You can't afford to lose Life bars now. Take care of this fearsome foursome with your Boomerang.



MAP III

GO TO ROUTE 6 (P.62)

Lore Of The Great Vampire Hunters

KNOW THE HISTORY OF CASTLEVANIA

It is very important for any Vampire hunter to know the legends of Castlevania. No matter what Age you are battling the forces of evil in, their powers and weaknesses remain the same. They are, after all, eternally undead! The great Vampire Hunting tradition of the Belmont family begins with you, young Trevor. Here is a look at your future generations . . .

Castlevania

Vampire hunting fans were delighted when the adventures of Simon Belmont first appeared in 1987.

The Adventure

Giant Eyeballs and vines to secret passages were added frightening features in the Game Boy chapter of Simon's adventures.

Simon's Quest

Simon's epic battle against evil continued a year after his first outing in Castlevania II, which greatly expanded the Belmont legend.

THE BEASTLY BAT CAVE!

In the darkness of the marshy caves a giant bat lurks, watching and waiting for anything foolish enough to wander into its domain. But this is no ordinary giant bat. When hit, it splits into numerous smaller bats, each one as deadly as the whole. You'll have to work fast to decimate the swarm before they can surround and destroy you. Grant will make short work of the Bat using the Axe, but Trevor can beat it with the Boomerang, too.

Don't let this swarm of bats chase you into the quicksand. Remain calm and destroy them.

If you chose to keep Grant with you, use him to climb the wall and throw axes at the bat.

ROUTE-6 (BLK 5-01 thru 5-06) THE LOST SON OF DRACULA

The voyage into the underworld continues with the Dire Mire far behind. Although the caves of Route 6 look more civilized and manmade, they are the home of many horrors, including Dracula's lost son, Alucard.

Total Number of Small Hearts and Bonus Bags in this Route:
♡=31 ♗=12 (5000pts)

Mummy Makers

An endless stream of Mummies will appear on this platform. If you stick to the center of the platform, you can fight them off using the Boomerang and your whip. By using the Boomerang, you'll gain extra points for defeating multiple Mummies with a single throw. Go to it!

If you don't have the Boomerang, you can get it from the blocked-in candle below.

MAP I

CHOOSE UPPER OR LOWER THEN GO TO MAP II

Firemen

These slow moving beings of living flame leave behind a deadly trail of fire. Don't step in these hot spots.

It's Worth The Wait

You'll have to wait for the acid to melt some of these blocks, but when the way is clear, head to the lower path and collect the 1-Up!

GO TO MAP III

MAP II

MAP III

CHOOSE UPPER OR LOWER THEN GO TO MAP IV

Make Your Choice

Throughout this stage, you have your choice of an upper or lower way to go. The upper way is faster, but the lower has better items.

Fuzz Busters

With a movement pattern reminiscent of the Sparks in SMB2, Fuzz Busters are easy to avoid, but hard to destroy. It takes almost 50 hits to bust one! Talk about a waste of time.

Lore Of The Great Vampire Hunters

RENEWABLE ITEMS

In many areas, such as the beginning of the Ghost Ship, you can collect the Items in the candles or lanterns, go downstairs, and find the items there again when you return. Using this method, you can Power-Up both Trevor and his companion spirit before advancing.

MAP IV

CHOOSE UPPER OR LOWER THEN GO TO MAP

Slow Motion Spikes

The three slowly moving spike platforms in this area won't kill you with one hit, but they will take away half your Life. Nevertheless, avoid them by timing your jump carefully. Use Trevor in this case because his jumping is easier to control. For the two Monster Mashers, hop on top, just like in Route 3.

GO TO MAP VI

MAP V

DRACULA ALREADY?

Although the you wouldn't think from the decor that a Vampire lives here, that appears to be what attacks you when you reach this area. Of course, this is no ordinary vampire, but it is Alucard, the lost son of Dracula. You'll have to prove yourself in combat against him before he'll become your ally. As a swarm of bats, Alucard can't be damaged, but he can't hurt you either. Wait for the swarm to come together into a humanoid form, then hit him in the head and destroy his fireballs with your whip.

ALUCARD

Alucard has had enough of Dracula's evil schemes and plans to work against him. He can be useful as a "spirit" helper, though his offense is weak.

EERIE TRANSFORMATION

In a cloud of brimstone, Alucard can turn into a giant bat and fly just about anywhere. If he's hit by an enemy, or if he runs out of Hearts he'll return to humanoid form.

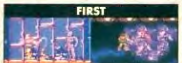
Fully explore Dracula's domain as a bat!

GO TO ROUTE 9 (P.68) or ROUTE 10 (P.69)

MAP VI

Mummified Menaces!

To escape from Alucard's subterranean hideout, you'll have to go through one more short, but deadly section. Using a special weapon essential.



FIRST

Use sacred water on the mummy group on the left.

Destroy Big Eye and get the boomerang in one shot.

SECOND

Use a special weapon to the left, whip to the right.

THIRD

Fight your way through the right group and run!

ROUTE-7 (BLK 5-0A thru 5-0C) CURSE CASTLE: TOWER OF TERROR

You've found the shortcut to Dracula's Castle if you made it here. But don't pat yourself on the back too hard—there's plenty of challenge still ahead!

Total Number of Small Hearts and Bonus Bags in this Route:
♡=20 ♗=7 (1600pts)

A Low Blow

Be careful with the second Pillar of Bones. Kneel down across from it and whip the lower head and the fireballs it spits.

A Gruesome Gaggle Of Gargoyles!

This is one of those areas of the game where it's extremely difficult to avoid taking a hit or two. But if you go up the stairs without hesitation you'll minimize the damage you receive.

More Gargoyle Turmoil

One of the candles in the lower route will have a Boomerang for Trevor or a Lightning Spell for Sypha. Good luck collecting the 1-Up on the other side of the gap!

Jolting Automatic Scroll

The automatic scroll in this part of the tower lurches—it scrolls, then it stops, scrolls, stops, etc. Because of this, the Axe Knights patrolling this staircase appear suddenly. Make your way up quickly, using Grant if you have him with you.

Use Grant to squeeze through passages and bypass stairs.

Grab A Cool Item

Dodge the Fuzz Busters and grab the item in the candle. If you have Sypha with you, use him to collect it for a valuable Ice Crystal spell.

MAP II

Lore Of The Great Vampire Hunters

CHARACTER TOUGHNESS

The further you venture into Castlevania, the more damage brutal monsters you will can inflict on you when they strike. The tougher characters, Trevor and Alucard, will take less damage than Sypha and Grant. But at four Life bars a hit, the creatures in Dracula's Castle can knock even Trevor out with four blows!

LEVEL ENEMIES ENCOUNTERED ON:	DAMAGE DONE TO CHARACTERS			
	TREVOR	GRANT	SYPHA	ALUCARD
ROUTE: 1–3	2	3		
ROUTE: 4–13	3	4	4	3
ROUTE: 14–16	4	5	5	4

This Hall Is Supported By Pillars Of Bones!!!

Climbing this section of Curse Castle is one place where Sypha's powers come in handy. With the Lightning Spell, even an apprentice could blast his way past the Pillars of Bones. But with any other character, it'll be a tough fight.

1st Pillar

Wait until it fires before going up the stairs. Then carefully attack.

3rd & 4th Pillars

When these two fire at the same time, make a break up the stairs.

5th Pillar

Wait until it fires, then get up quickly and attack.

6th & 7th Pillars

A safe spot between the line of fire of these two is one step up the stairs.

7th & 8th Pillars

Work your way to the safe spot when you have an opening.

8th & 9th Pillars

When the 9th Pillar fires, go back to avoid being hit, then run.

MAP III

FRANKENSTEIN'S MONSTER

An old familiar fright face, Frankenstein, is master of this tower! Frankenstein is a heavy hitter, and when he puts his foot down, a shower of stones falls from the tower's roof. If you stay on the right platform, you can avoid these rocks. However, if you just stand there, you'll get hit by the blocks Frankenstein throws, so be sure to stay on your toes. From your spot on the platform, you can hit Frankenstein with a Special Weapon, such as the Axe. Make every shot count, because you'll have to go after Frankenstein with your whip if you run out of Hearts.

ROUTE-8 (BLK 6-0A thru 6-0D) CURSE CASTLE: CAUSEWAY OF CHAOS

From the top of the Tower of Terror stretches an evil bridge to the Castle. You must cross this span to enter Curse Castle, the haunt of evil Count Dracula. Even though you are practically at the door, you still have a long fight ahead of you!

Total Number of Small Hearts and Bonus Bags in this Route:
♡=20 $=6 (1400pts)

Gremlin Gatekeepers

The leaping Gremlins are here to greet you in their fiendish fashion. Be sure to take them out quickly, before they can inflict too much damage!

MAP I

Axe Knight Guard

Among Dracula's strongest guardians are the Axe Knight Guards. These animated suits of armor are capable of withstanding a lot of punishment. To defeat them, kneel in front of them and flail away with your whip. If they throw an axe high, stand and destroy it with your whip.

MAP II

The River Of Death

The swift flowing current of this river is home to the fearsome Fishmen! Under the water's glassy surface, you can see their shadowy figures as they approach. Before they have a chance to stand and fire, strike with your whip. With the Ice Spell, Sypha can temporarily freeze the water and produce an interesting effect. This does little to help you get through this area.

Defend yourself if the Fishman fires.

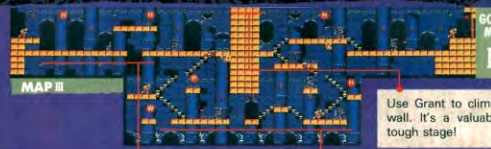
Hitting the Fishman when he's underwater is the best way to beat him.

A single Pillar of Bones awaits at the end of this section.

Lore Of The Great Vampire Hunters

TREACHEROUS FOOTHOLDS

Every Vampire Hunter knows rotting wood and crumbling blocks are unsafe to stand upon for any length of time. However, Grant can cling to the side or bottom of such material and it will not disintegrate. Although this is not especially useful in everyday Vampire Hunting, it may have some applications for the creative.



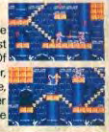
Use Grant to climb up and over this wall. It's a valuable shortcut in this tough stage!

Take It Slowly

Don't hesitate to use Special Weapons to defeat the Axe Knight Guard. If you have to use your whip, the Knight will lure you further into the area and a Gremlin will attack too!

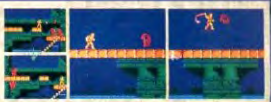
Clean Up The Place!

The Sacred Water from earlier in the stage is the best weapon to use against the Axe Knight Guards and Pillars Of Bones. If you don't have Sacred Water, it's a little tougher to get through here, but you can do it! Grant can duck under the Axe Knight's high throws, and take shortcuts around some of them.



Bridge Of The Condemned

As you walk along this bridge, it will begin to crumble. To make matters worse, a pair of Crows are poised to knock you into the drink. Don't stop to fight the Crows, but take the hit and continue on. Use Grant if you didn't leave him behind, since he's the fastest character.



THE DRAGON DUO

The absence of enemies in this area should be a clue that you're getting close to a boss-type character. Sure enough, a pair of Water Dragons make their lair near the gates of Curse Castle. These fire-breathing serpents rise out of the water and attack in a learnable pattern. Once you've figured out where they will appear, try to get in position so you can hit them in the head from behind. When half their energy is gone, one will disappear, making your task twice as easy!

Study this sequence of photos to learn the pattern of the Dragon Duo.

ROUTE-9 (BLK 5-07) HALL OF THE SKULL KNIGHT KING

If you chose the upper path at the end of Route 6, you'll end up in this section. Fight your way through it to gain entrance to the Count's Castle!

Total Number of Small Hearts and Bonus Bags in this Route:
♡=7 $=0 (0pts)

Skeletons And A Ghost

Fight the Ghost on the large platform where the Red Skeleton is, but don't forget to whip the Skeleton as it regenerates.

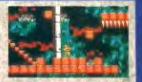
Low Clearance Ahead

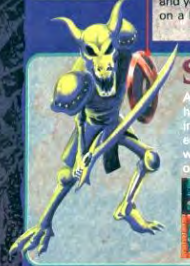
Grant's high jumping powers are dangerous in areas where the ceiling has spikes on it. Use Trevor.

YOU'VE MADE IT TO THE CASTLE OF DRACULA!

Tetris Blocks?

You will find these falling blocks in two locations. Be patient and you should make it through unscathed. It's safe to stand on a block that has just fallen, but not for long!





SKULL KNIGHT KING

Although this Skull Knight attacks like the first Skull Knight you encountered, he has an unusual defense. Whenever he's hit, a bone will fly off his skeleton, seeking who it was that hit him. These bones can be destroyed, but they fly around erratically and are difficult to hit. Plus, the Skull Knight King is only vulnerable when at least one of his bones is flying around. His defensive powers make him one of the most formidable foes in Castlevania.

Lore Of The Great Vampire Hunters

DIFFICULT ITEMS AND 1-UPS

Scattered throughout Castlevania are many candles or lanterns that are seemingly impossible to reach, and 1-Ups that defy collection. How does one get these elusive items? It's tough and some of these Items can only be obtained after Dracula has been defeated and you play through the adventure again, with Grant or Alucard at your side from the beginning. If we discover other methods of collecting them, we'll reveal them in future installments of Classified Information.

ROUTE 4 MAP I

ROUTE 6 MAP V

ROUTE 7 MAP II

ROUTE-10 (BLK 6-01 thru 6-04) THE SUNKEN TEMPLE OF SARNATH

Castlevania III Dracula's Curse

If you took the lower path of fate after Route 6, you're on the longest route to the Castle of Dracula. Not only is The Sunken Temple one of the most rambling stages in the game, it involves a chase through a rapidly flooding building after the Bone Dragon King.

Total Number of Small Hearts and Bonus Bags in this Route:
♡=48 $=15 (3300pts)

Another Shortcut For Grant

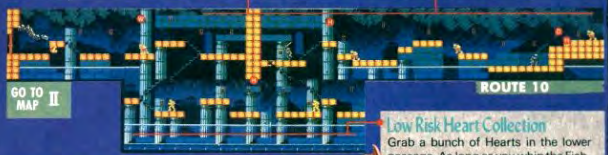
If you have Grant with you, use him to go up and over this wall.

Skull Swordsmen

Wait until the Skeletons have made their third swing, and are at their greatest distance from you, before you jump down and whip.

Wait for an opening.

Grab the Dagger and take him out long distance.



Low Risk Heart Collection

Grab a bunch of Hearts in the lower passage. As long as you whip the Fishmen as soon as they leap out of the water, you should be fine.

Bone Dragons

For an apprentice Vampire Hunter, the Bone Dragons can be tough. But upon defeat, they will turn into Hearts or Bonus Bags! Stand about three quarters of the way up the stairs and the first one.

Feed Your Boomerang To The Bone Dragon

Act swiftly here, throwing your Boomerang as soon as this Dragon slithers into view. Three or four hits will wipe it out.

The Broken Facade

Along this crumbling causeway, Fishmen and Bats will attack furiously. Answer their assault with the frenzied crack of your whip. Don't miss the Boomerang you can get here—it'll come in handy for the next Bone Dragon.

THE BONE DRAGON KING

Being royalty, the Bone Dragon King has thrown off the earthly bonds which shackle his kind and flies through the air in wide circular arcs. His head is his weak spot, and every time he's hit, a segment will fall off of his tail. The King doesn't follow a pattern, but he will follow you. Don't let him get too close, but attack him from a distance with the Axe. Once he's down to one third energy, he will break out through the ceiling and make his escape!

FOLLOW THE BONE DRAGON KING! GO TO MAP IV

MAP III

The Bone Dragon Trio

The easiest and fastest way to defeat the Bone Dragons is with your Whip. Stand in front of them and whip like crazy, but be ready to jump as soon as they open their mouths. If you want to defeat them with little risk, use special weapons, such as the Axe or Boomerangs.

Collect The Meat

Start three blocks away from the Meat block, jump up and towards it and whip. You should catch the Meat in mid-air.

MAP IV START

Follow That Dragon!

Thanks to the Bone Dragon King, the entire Temple Of Sarnath is being flooded with rushing water! The inhabitants of the Temple will make every effort to make sure you don't escape. If available, use Grant's speed and swift attacking powers to make it through.

A Desperate 1-Up

If you still have Grant with you, try for this 1-Up, but only if you have lots of time—that water's rising fast!

HERE'S THE CULPRIT!

You've caught The Bone Dragon King, and he only has a little energy left! You have just a short time to finish the job, because the deluge is flooding in!

Help Me Grant!

If you still have Grant with you, you can take a time-saving shortcut by climbing to the upper platform and then heading left. Many of these blocks are break-away, so move quickly!

YOU'VE MADE IT TO THE CASTLE OF DRACULA!

Lore Of The Great Vampire Hunters

ITEMS

The Special Weapons inside the candles and lanterns will vary depending on which character breaks them. The symbols on the maps show which weapon will be inside if Trevor breaks the candle. Use this chart to determine what will be inside if one of the "spirits" breaks it.

ITEM	TREVOR	SYPHA	GRANT	ALUCARD
	AXE	FIRE	AXE	SMALL HEARTS
	BOOM RANG	LIGHT-NING		
	DAGGER	FIRE	DAGGER	
	SACRED WATER	ICE		

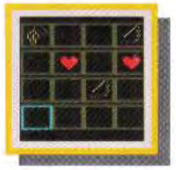
FOR THE COMPLETE MAP OF DRACULA'S CASTLE, CHECK OUT THE BACK OF THE POSTER.

CASTLEVANIA III : DRACULA'S CURSE

A TOUR THROUGH TRANSYLVANIA

The password to terror leads you through Transylvania. If that is the path you wish to tread, enter the picture passwords shown in the photos below with the character name, HELP ME. Once you enter the stage, be sure to note which spirit helper accompanies you.

TOP SECRET PASSWORDS — OCT. 1990 — NES — KONAMI — ACTION — NINTENDO PLAYER'S GUIDE

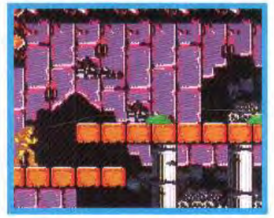


STAGE 3-01

This Route takes you through a haunted wood inhabited by giant owls. Move slowly so that only one owl attacks at a time. Later on you'll meet the Cyclops. Use the left platform to evade his heavy-handed hammer attack or move between the two platforms, attacking from each one.

STAGE 5-06

The Mummies in this level toss white Bandages through the air. Your best bet is to grab the Holy Water near the beginning of the area and burn the Mummies. At the end you'll have a choice of going to Route 9 or 10.



STAGE 6-01

Frankenstein waits for you at the end of this stage, but to reach him you'll have to dodge bats and fishmen, hop aboard floating platforms and defeat red skeletons. Be sure to hit all the candles, especially before meeting Frankie.

STAGE 7-01

Grab the Axe at the beginning of this long stage. Ahead you'll meet the Mummy, the Cyclops, and the Leviathan. In places you'll have to wait for acid drops to open up new routes. You can find 1-Ups in two other places.

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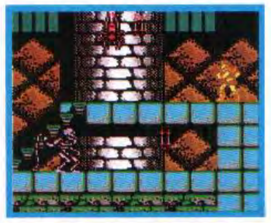
STAGE 8-01

In the lower halls of the castle you'll find ghouls and knights, spiders and skeletons, and that's all in the first area. Collect the Double Shot just below the top floor, then use it against the Grim Reaper at the end.

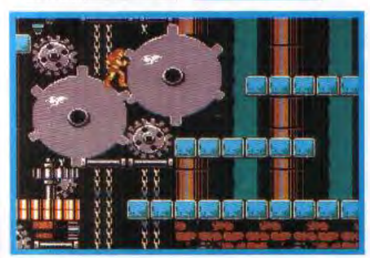
SYPHA A-01

Get yourself geared-up for an interesting tour through time. The giant gears provide a precarious perch. Swinging pendulums are even more perilous, but you must pass them all. Sypha will be your guide with this password.



GRANT A-01

If you'd rather have the company of ex-pirate, Grant Danasty, enter this password. By starting at the beginning of Stage A-01, you'll have an easier time getting through the gears and pendulums.

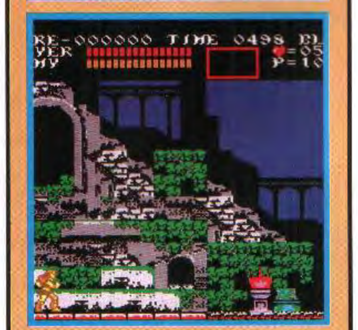


ALUCARD-A-01

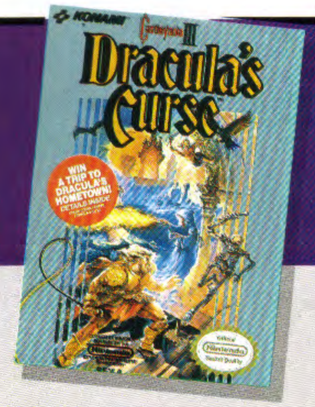
Use this password if you want Alucard to join you at the beginning of the end. The long range of his attack can be very useful, but he is less agile than Belmont or Danasty.

TEN MAN CODE

When starting a new game, enter the name HELP ME. You'll begin with ten lives. Make sure you leave a space between the words.



Begin the game with ten men to give yourself an advantage.



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CASTLEVANIA III: DRACULA'S CURSE

The Destiny Of The Family Belmont

Long before the famous exploits of Simon Belmont, another fearless vampire hunter—Trevor Belmont—set out to rid the world of the dark menace known as Dracula!

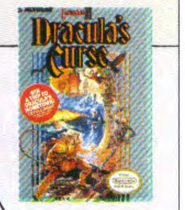
The Paths Of Adventure

Difficulty 1	Take Routes 1, 2 Or 3, 4, 7, 8
Difficulty 2	Take Routes 1, 2 Or 3, 5, 9
Difficulty 3	Take Routes 1,2 Or 3, 5, 6,10

The Clock Tower is a dead end so you must begin your quest back at the turn-off to Route 3.

GRANT DANASTY

The ghostly pirate captain has special talents–climbing, quickness and jumping–that you will find useful in later stages.

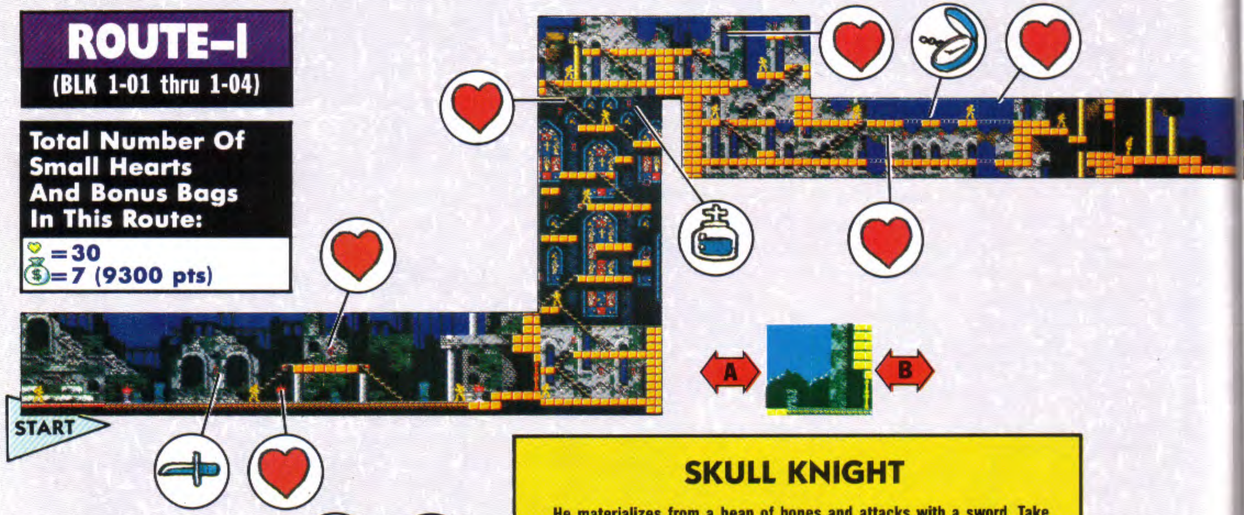


ROUTE–1

(BLK 1-01 thru 1-04)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥=30
$=7 (9300 pts)

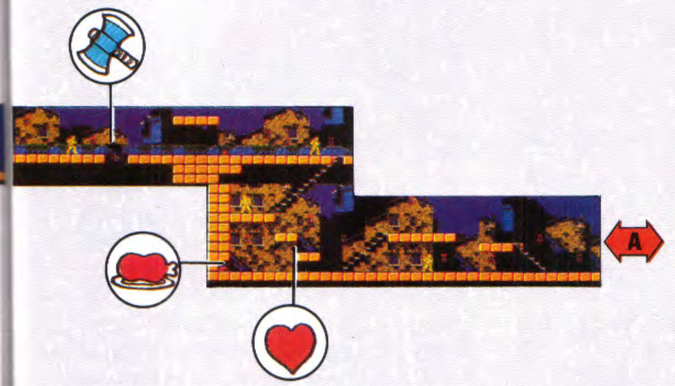


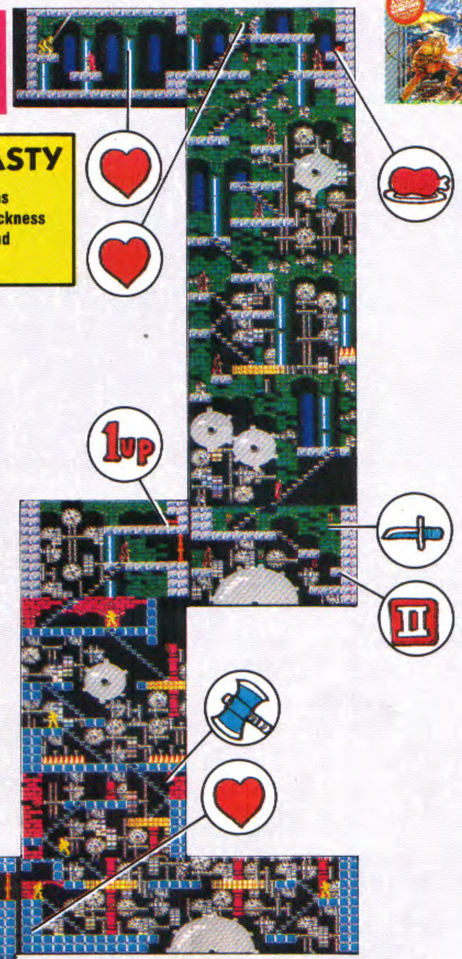
SKULL KNIGHT

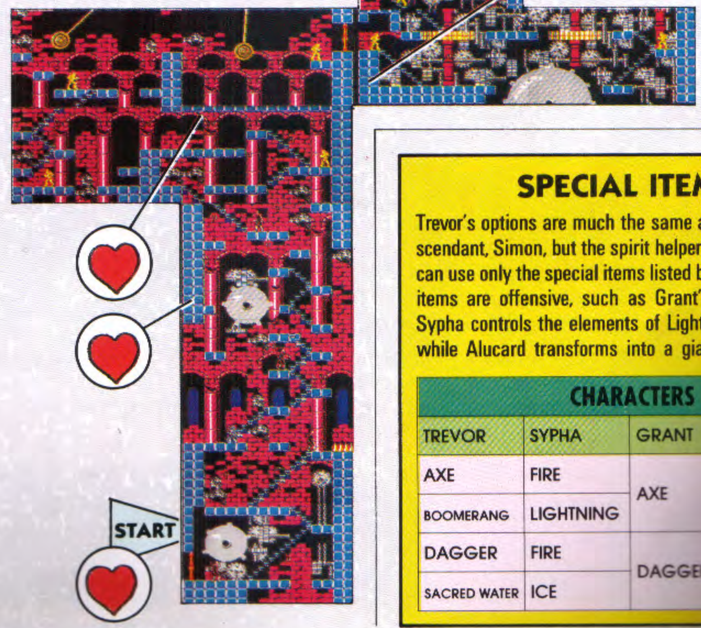
He materializes from a heap of bones and attacks with a sword. Take refuge on the left platform and use your whip to reduce the knight to bone dust.

ITEMS

BONUS BAG	SMALL HEART	BIG HEART	DAGGER	BOOMERANG	SACRED WATER
AXE	POCKET WATCH	MEAT	DOUBLE SHOT	TRIPLE SHOT	ONE UP







ROUTE–2

(BLK 2-01 thru 2-06)

Total Number Of Small Hearts And Bonus Bags In This Route:

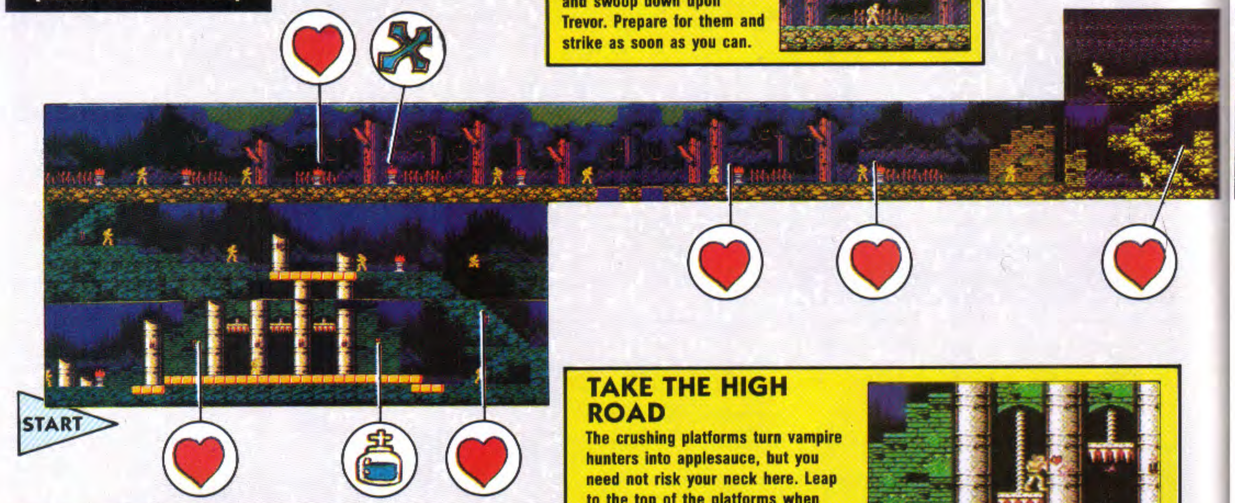
♥=14
$=5 (1000 pts)

SPECIAL ITEMS

Trevor's options are much the same as those of his descendant, Simon, but the spirit helper you have adopted can use only the special items listed below. Some of the items are offensive, such as Grant's Axe or Dagger. Sypha controls the elements of Lightning, Ice and Fire while Alucard transforms into a giant bat.

CHARACTERS			
TREVOR	SYPHA	GRANT	ALUCARD
AXE	FIRE	AXE	SMALL HEARTS
BOOMERANG	LIGHTNING		
DAGGER	FIRE	DAGGER	
SACRED WATER	ICE		

ROUTE–3
(BLK 3-01 thru 3-04)



Total Number Of Small Hearts And Bonus Bags In This Route:
♡=22 💰=2 (400 pts.)

A FOWL PLAY
Evil owls roost in the trees and swoop down upon Trevor. Prepare for them and strike as soon as you can.

TAKE THE HIGH ROAD
The crushing platforms turn vampire hunters into applesauce, but you need not risk your neck here. Leap to the top of the platforms when they are close to the ground, then cross safely above the spikes. From here you can collect the items in the candles.

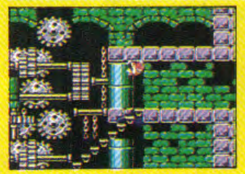
SIMPLY SLIME
Your Whip is the most effective way to reduce these ectoplasmic slime-balls to harmless slimevapor.

CYCLOPS
The Cyclops may be slow and stupid, but he packs a monstrous wallop with his mallet. Wait in safety on the block to the left and aim for his head when you get the chance.

Go To Route 4

UNDEAD BUT FRIENDLY

GRANT DANASTY

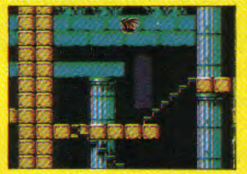


Grant's strength is in movement and agility. Only Grant can cross certain walls or obstacles.

SYPHA BELNADES

Sypha can't take much physical abuse, but his magic is strong. Pick up the Fire, Lightning spells and Ice spells.

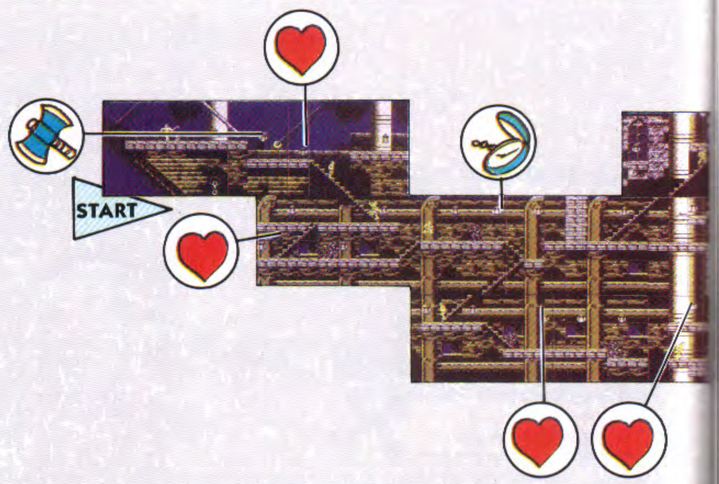
ALUCARD

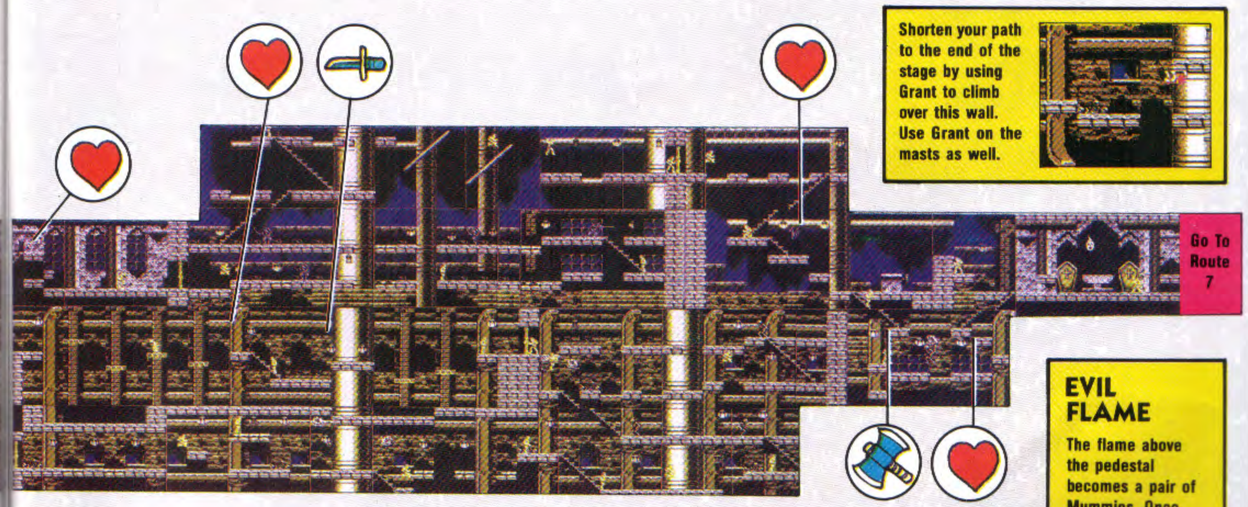


He may be a vampire, but Alucard is on your side. In bat form he can go anywhere.

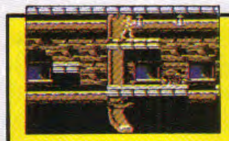
ROUTE–4
(BLK 4-0A thru 4-0E)

Total Number Of Small Hearts And Bonus Bags In This Route:
♡=55 💰=8 (9600 pts.)





ROTTEN ROUTES
Wood rot has weakened some planks in the lower hold of the Pirate Ship. If you stand too long the block will crumble.



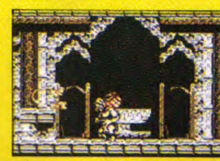
Shorten your path to the end of the stage by using Grant to climb over this wall. Use Grant on the masts as well.

EVIL FLAME
The flame above the pedestal becomes a pair of Mummies. Once defeated, the flame turns into another Cyclops.

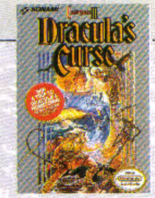
MUMMIES

Crouch behind the block to the left and whip the first Mummy, then cross the room to attack the second bandaged brute.

CYCLOPS

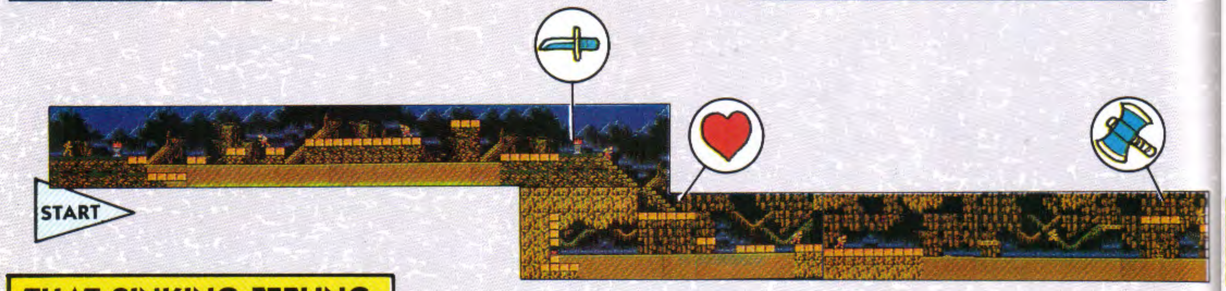


There's no safe spot from which to attack this monocular monster, but you can jump over his head from the platforms, then attack.



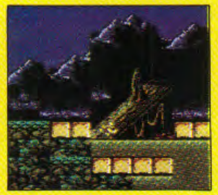
ROUTE–5
(BLK 4-01 thru 4-04)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ =11 $ =3 (600 pts.)



THAT SINKING FEELING

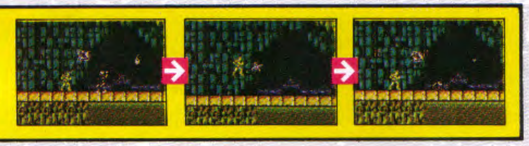
This marsh is truly harsh, full of fearsome frogs and quicksand. If you take the upper path and jump from platform to platform, you'll miss the quicksand but face enemies that are just as tough as those in the lower route. In the quicksand, keep jumping to avoid getting trapped in the mire.

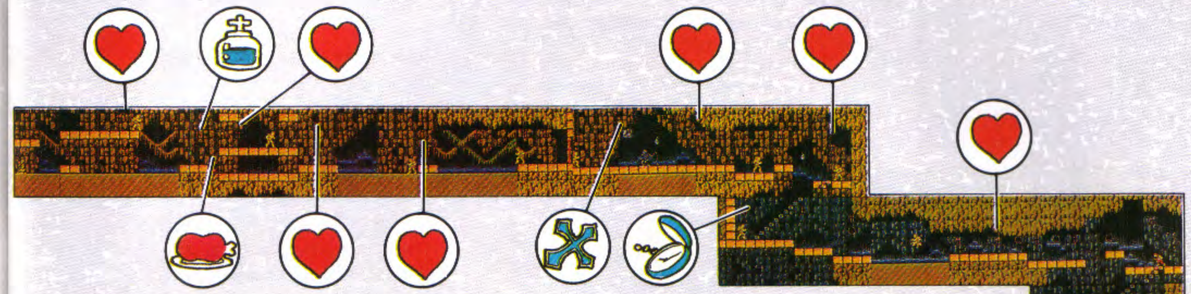


MUD MEN

Mud Men in the lower reaches of the swamp bubble up from the ooze to attack. Use the Boomerang or Dagger to defeat them.

The Boomerang is guarded by a Skeleton and two Ghosts. Attack the Skeleton first, then run under the Ghosts and take a shot at them.





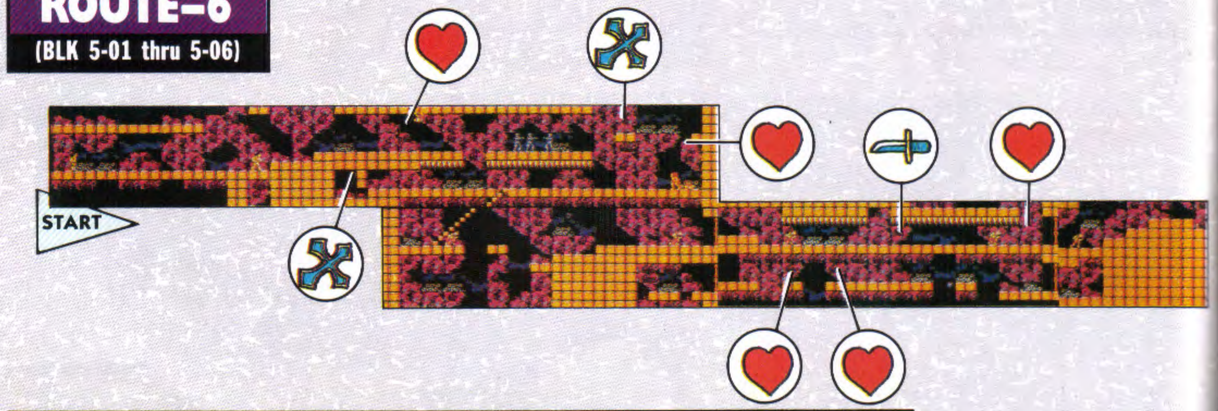
DRIVEN BATTY

The giant bat in the cave will become a swarm of bats once it's hit. Using Grant and the Axe is a good strategy, but if Trevor has the Boomerang he can make quick work of them. Whoever you use to attack must move fast.

Go to Route 6

ROUTE–6
(BLK 5-01 thru 5-06)

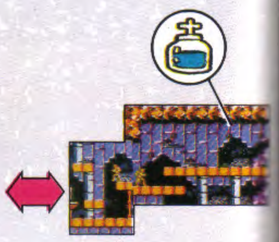
Total Number Of Small Hearts And Bonus Bags In This Route:
♥ =31 $ =12 (5000 pts.)

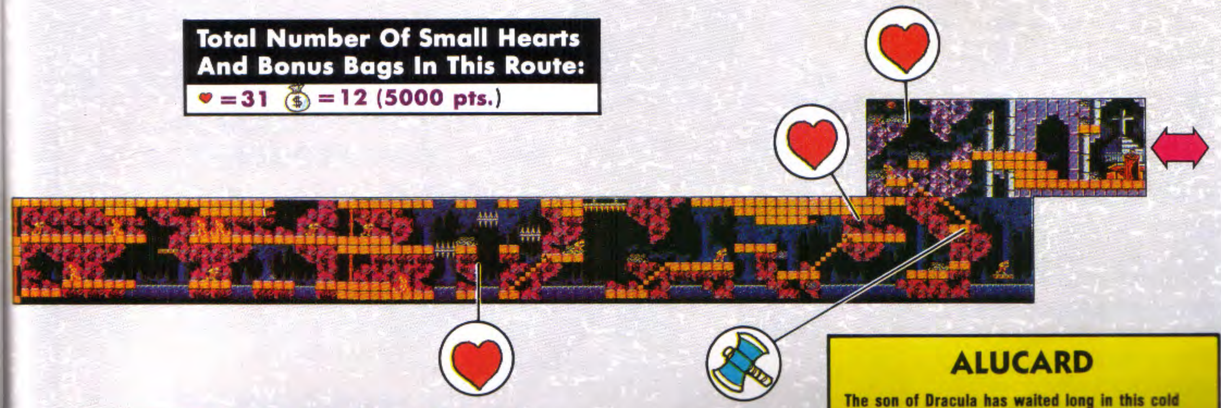


THE LOW ROAD

The dripping acid burns through stone and eliminates blocks. Earlier on it will allow you to pass through to the lower paths and gather valuable items. Some blocks must be broken by the Whip and other passages are so small that only Grant can pass through them. Whatever you do, don't let the acid drip on you unless you're made of tougher stuff than stone.

The 1-Up extends Trevor's life by one turn, which is a valuable asset in these dangerous parts. Seek the 1-Up on the lower path after the dripping acid has done its job on the stone wall. Remember that you'll have to let the acid burn away enough of the stones so that you can jump to the right platform where the 1-Up is located.

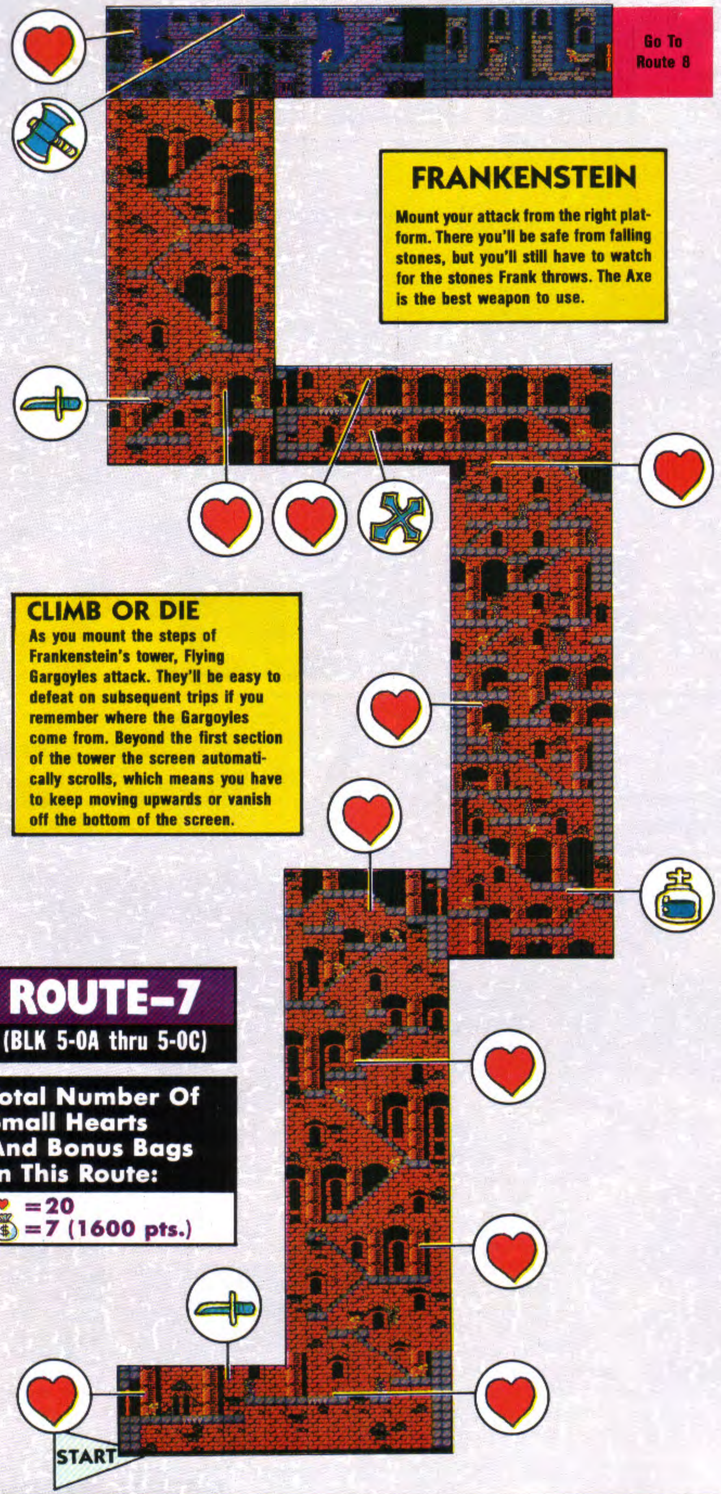




Go to Route 9 or Route 10

ALUCARD

The son of Dracula has waited long in this cold chamber, but now he attacks with fire and bats. The bats can't hurt you, and you can't hurt them. When they come together to form the vampire, aim for the head with your Whip. If you survive, Alucard becomes a friend.



FRANKENSTEIN

Mount your attack from the right platform. There you'll be safe from falling stones, but you'll still have to watch for the stones Frank throws. The Axe is the best weapon to use.

CLIMB OR DIE

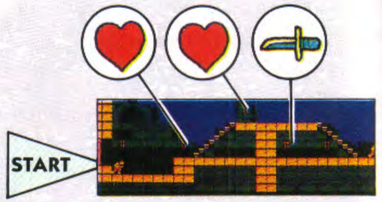
As you mount the steps of Frankenstein's tower, Flying Gargoyles attack. They'll be easy to defeat on subsequent trips if you remember where the Gargoyles come from. Beyond the first section of the tower the screen automatically scrolls, which means you have to keep moving upwards or vanish off the bottom of the screen.

ROUTE–7

(BLK 5-0A thru 5-0C)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =20
$ =7 (1600 pts.)

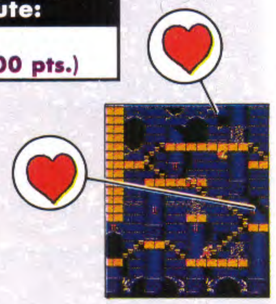


ROUTE–8

(BLK 6-0A thru 6-0D)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =20
$ =6 (1400 pts.)



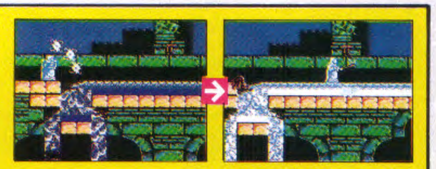
CHARACTER TOUGHNESS

Trevor and his spirit helpers each have different strengths. As the game progresses, monsters will inflict more damage with each hit. In Dracula's Castle, depending on which character you are using, you will lose four or five Life Bars each time the enemy strikes you.

Level On Which Enemies Are Met	DAMAGE TO CHARACTERS			
	Trevor	Grant	Sypha	Alucard
ROUTE 1-3	2	3	—	—
ROUTE 4-13	3	4	4	3
ROUTE 14-16	4	5	5	4

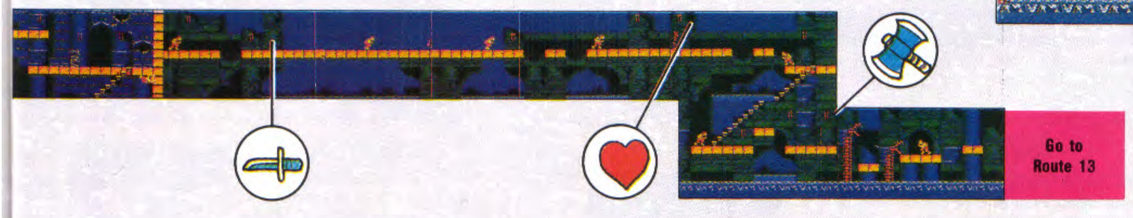
UP THE CREEK

If you have Sypha as your spirit helper, use him in the river to freeze enemies. If you don't have Sypha, jump continuously so the current of the river doesn't slow you down.



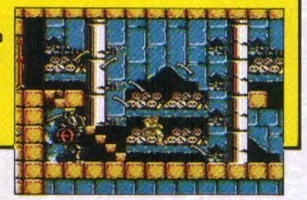
WATER DRAGONS

Learn the pattern of when and where the two Water Dragons stick their long necks out, then aim for the backs of their heads.



SKULL KNIGHT KING

The Skull Knight King has a very effective defense–if you hit him, a bone flies out at you. The trick to beating him is that he's only vulnerable to your attack when one of his bones is flying about.

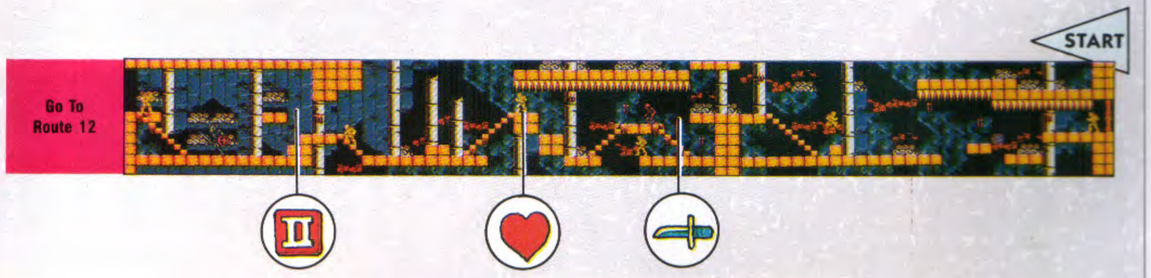


ROUTE–9

(BLK 5-07)

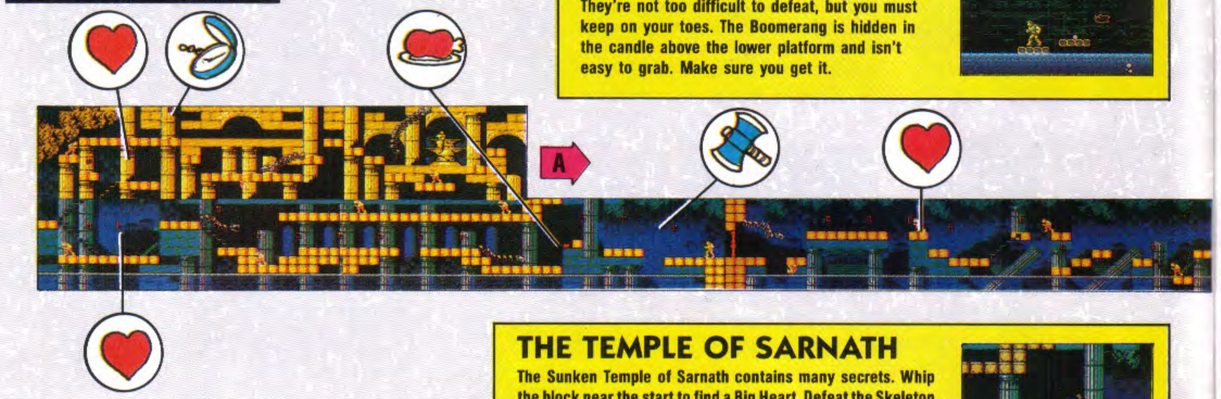
Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =7 $ =3 (600 pts.)



ROUTE–10

(BLK 6-01 thru 6-04)



Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =48 $ =15 (3300 pts.)

PREPARE FOR DANGER

In Block 6-02 you'll encounter Bats and Fishmen. They're not too difficult to defeat, but you must keep on your toes. The Boomerang is hidden in the candle above the lower platform and isn't easy to grab. Make sure you get it.

THE TEMPLE OF SARNATH

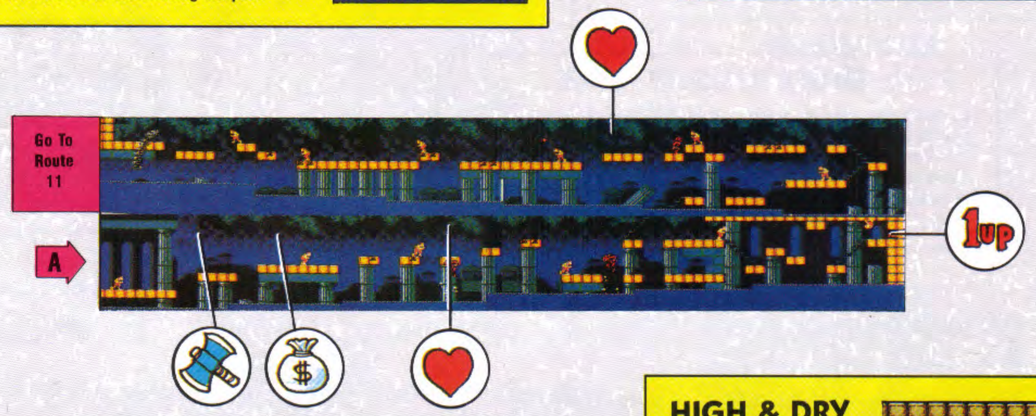
The Sunken Temple of Sarnath contains many secrets. Whip the block near the start to find a Big Heart. Defeat the Skeleton in front of the high wall by throwing Daggers from the right ledge. When you reach the wall, use Grant to climb over it and save time. Now get ready for the Bone Dragon King.

BONE DRAGON KING

The Bone Dragon King flies about, untethered like his royal brood whom you met earlier. You'll have to keep moving, dodging and jumping while hurling the Axe toward his head. You can tell when he's hit because a section flies off his tail. When he's down to about one third of his strength, he'll run away. Quickly follow him out of the flooding Temple.

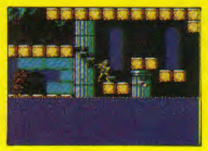
GO FOR IT

Grant is useful here. Shortcuts and 1-Ups can be reached only by making use of his jumping and climbing skills.



HIGH WATER

After the Bone Dragon King flees from your attack, the water level begins to rise. Time is short. Move as quickly as you can, but be careful on the jumps. Try to defeat the remaining enemies quickly by using the Whip, or just skip past them.

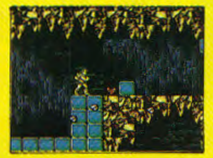


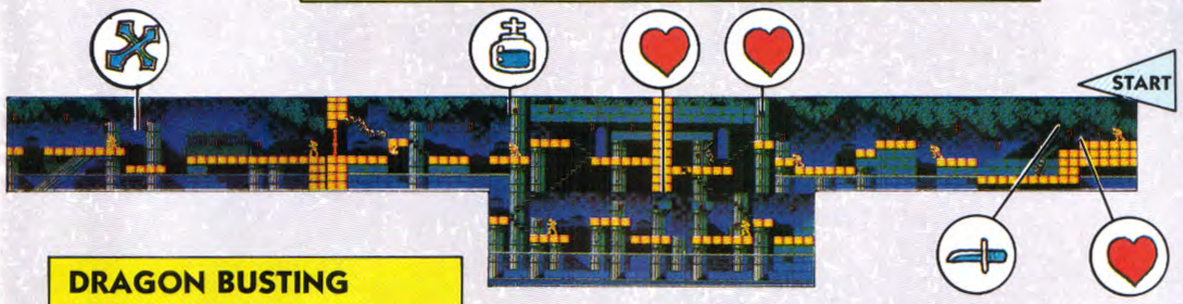
HIGH & DRY

Grant can reach the 1-Up on this ledge, but you may not have time to get it. The water is surging and the Bone Dragon King is somewhere ahead.

"MEAT" YOUR FATE

Just before you meet the next Bone Dragon you can find some Meat in the block shown. The problem is that the Meat will fall into the water unless you're standing half off the lower block. At the same time, the Bone Dragon is attacking! Better dunk the Dragon first, then take the Meat. Chances are you'll need it more after the battle.



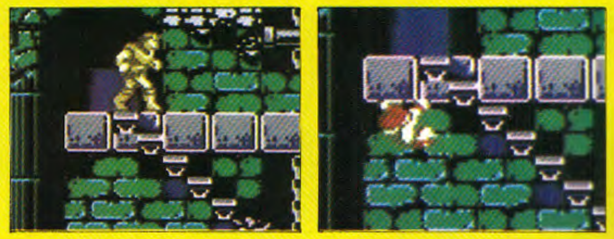


DRAGON BUSTING

If you took the Boomerang earlier, you can use it against the Bone Dragon now. Make sure you've collected lots of Hearts for the attack and watch out for the Dragon's fire-balls.

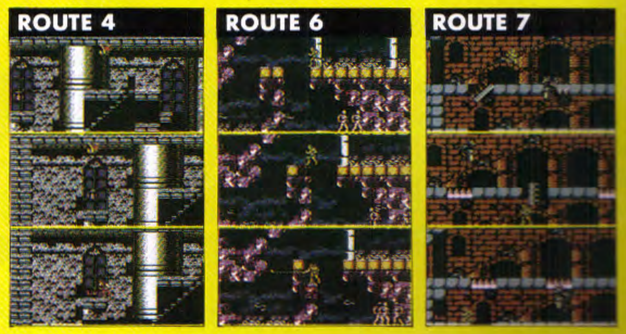
PRECARIOUS PATHS

Much of the world of Castlevania is ancient and crumbling. Throughout the different routes are blocks that turn to dust with the touch of a boot. If you have Grant, however, you can do some fancy climbing on the sides or bottoms of crumbling blocks and they won't crumble!



DIFFICULT ITEMS

Throughout the game are items placed in positions that seem impossible to reach. Some of them can only be collected with the help of Grant or Alucard, but if you don't have these spirit helpers with you, such as at the beginning of the game, what can you do? Hang in there. After defeating Dracula once, you'll be able to start over again, only this time you'll have a helper beside you from the outset. Even if you have the correct spirit helper with you, some items, like the 1-Ups in Routes 4, 6 and 7 can be difficult to collect.

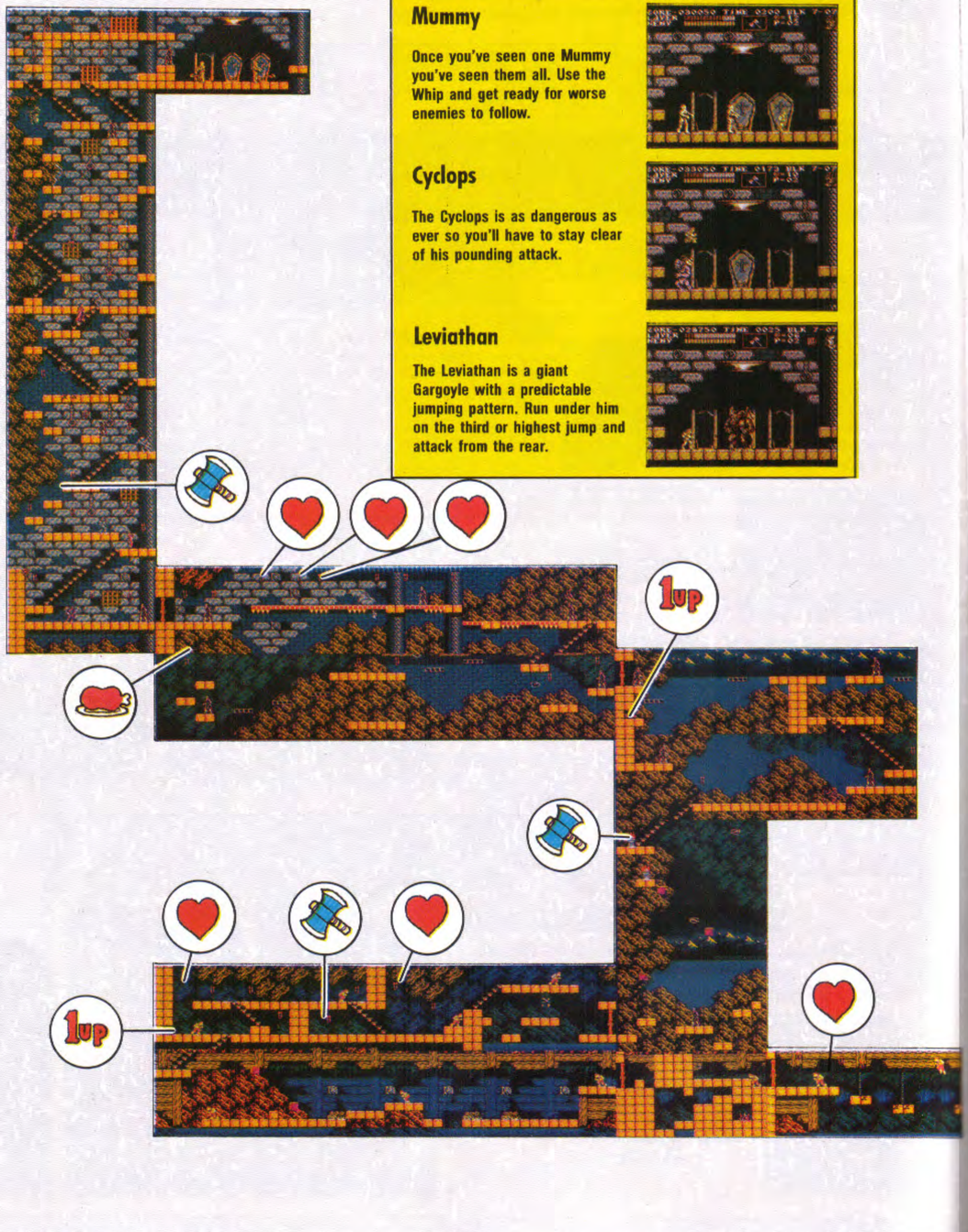


ROUTE–12

(BLK 7-01)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =41 $ =6 (2100 pts.)



Mummy

Once you've seen one Mummy you've seen them all. Use the Whip and get ready for worse enemies to follow.

Cyclops

The Cyclops is as dangerous as ever so you'll have to stay clear of his pounding attack.

Leviathan

The Leviathan is a giant Gargoyle with a predictable jumping pattern. Run under him on the third or highest jump and attack from the rear.

ROUTE–11

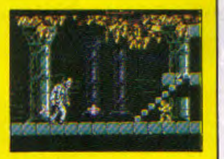
(BLK 6-01 thru 6-02)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =17 $ =8 (5100 pts.)

FRANKENSTEIN

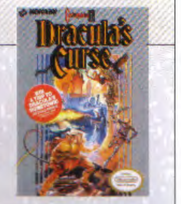
This new Frankenstein, Frankie II, is basically the same as your old pal from Route 7.



HITCH A RIDE

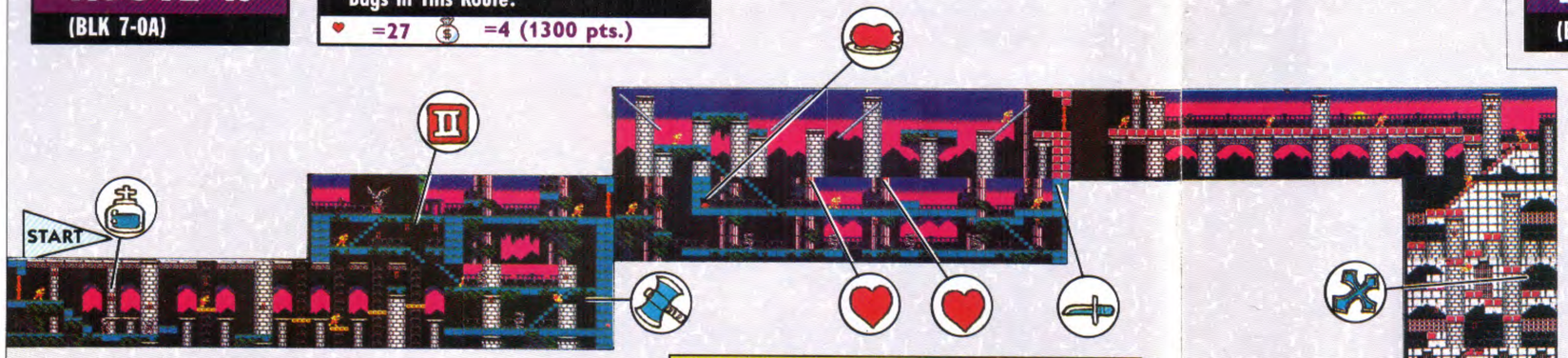
Here in the deepest dungeons of the castle you'll have to use moving platforms, jumping from one to the next to cross the perilous pools.

DRACULA'S CASTLE REVEALED!



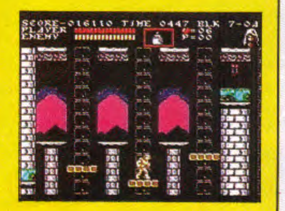
ROUTE-13
(BLK 7-0A)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ =27 $ =4 (1300 pts.)



DROPPING OUT

To reach the end of this stage, you'll have to cross a series of platforms that move continuously downward into oblivion. It's not as easy as it sounds because each platform is at a different level. When you reach the solid blocks half way through the platforms, wait for the next platform while jumping out of the way of the Fuzz Buster.

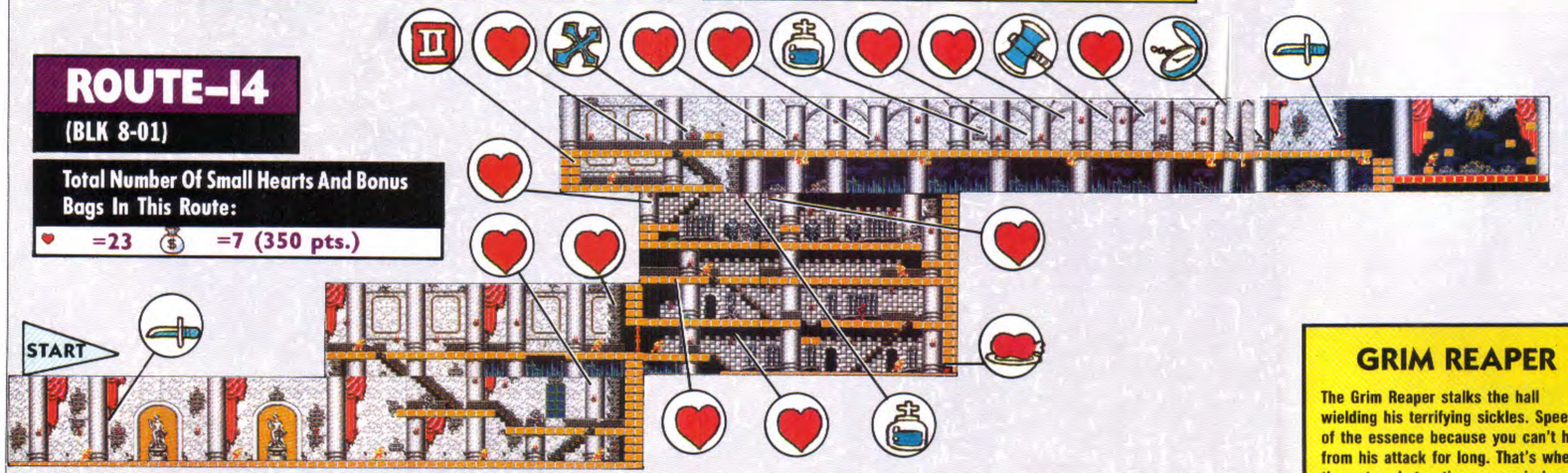


TERRIBLE TRIO RETURN

Is this deja vu or what? Seems that Dracula has a thing for Mummies, Cyclopes and Leviathans. Maybe because they're such a pain to vampire hunters. Whatever the reason for their presence, you'll have to go through the drill once more. Just don't get smug and forget how dangerous these foes really are.

ROUTE-14
(BLK 8-01)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ =23 $ =7 (350 pts.)

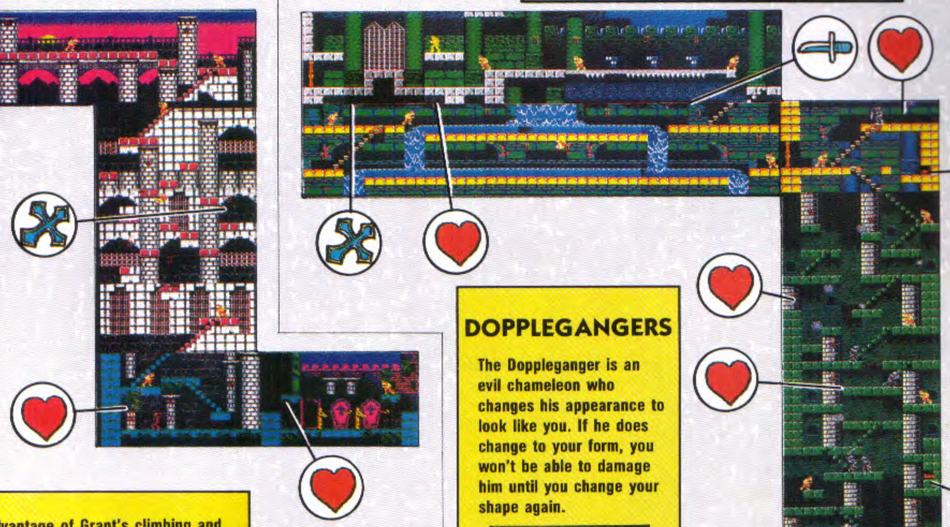


HALLS OF HORROR

Here in these elaborate halls you'll have to take things easy. The floors may crumble away beneath you if you are in too much of a hurry. There are many things to find and gather here, including a Double Shot. When you reach the Knight, leap over him and move on rather than fight him and lose precious Life Bars.

ROUTE-15
(BLK 9-01)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ =21 $ =6 (3000 pts.)

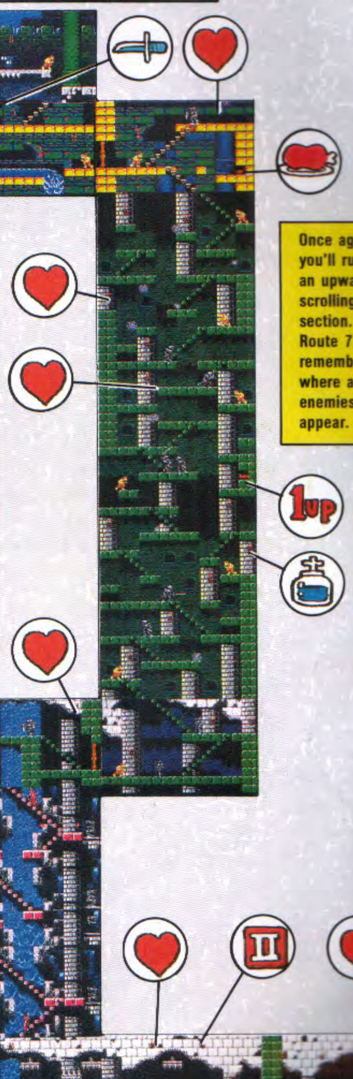


Take advantage of Grant's climbing and jumping prowess in these areas.

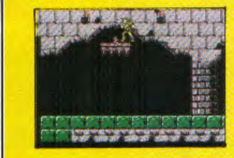
DOPPLEGANGERS

The Doppleganger is an evil chameleon who changes his appearance to look like you. If he does change to your form, you won't be able to damage him until you change your shape again.

Once again you'll run into an upward scrolling section. As in Route 7, remember where all the enemies appear.



To use the elevator you should leap on and stand at the edge as shown in the screen shot. But before you even reach the tower you'll have to fight past Gremlins who drop from the sky, not to mention spiked crushers inside.



GRIM REAPER

The Grim Reaper stalks the hall wielding his terrifying sickles. Speed is of the essence because you can't hide from his attack for long. That's where the extra shot options come in handy. Try to collect the Double Shot or Triple Shot for your encounter with this fiend and let him have it with the Boomerang.

ROUTE-16

(BLK A-01)

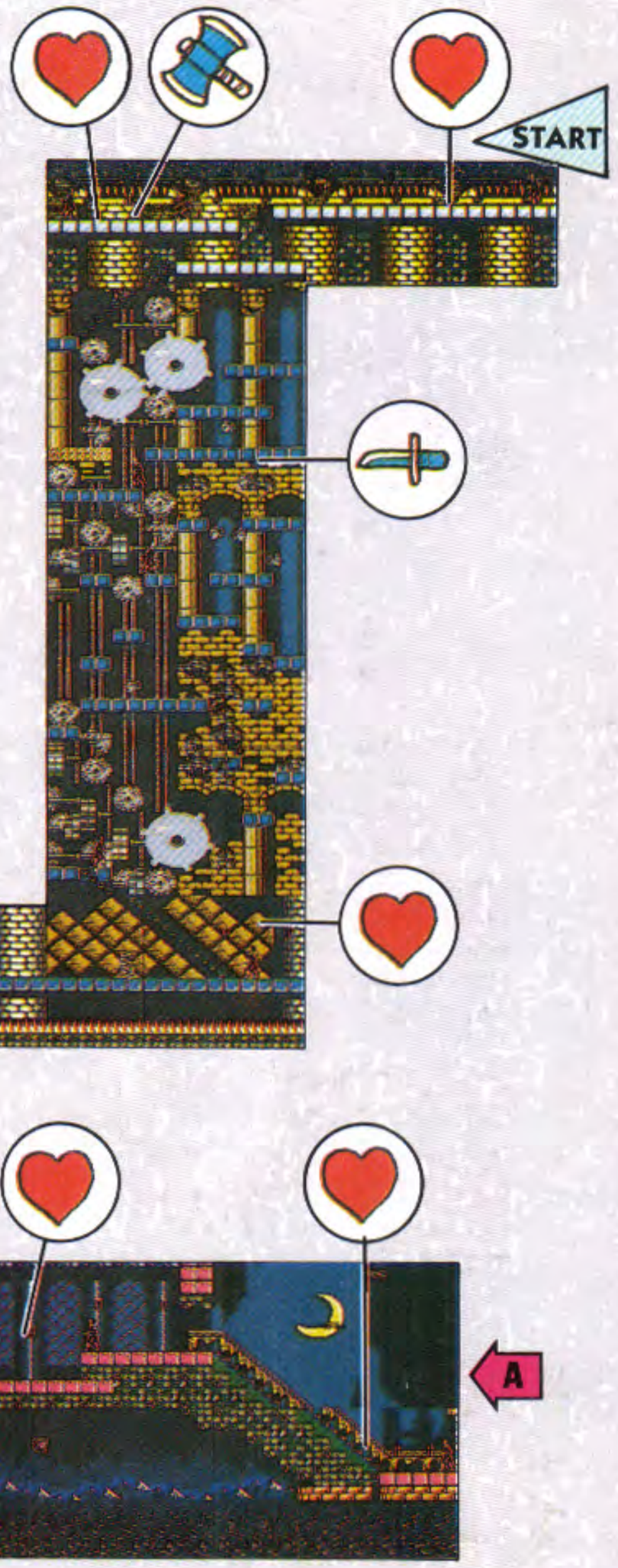
Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =17 $ =0 (0 pts.)

When the two pendulums swing close together, leap from one to the other.

GEARING UP

If you took the time to go through the Clock Tower, you'll know how to deal with these massive gears. You can stand on the teeth, but when the gears turn too far you'll fall off. You'll have to wait until the gear tooth on which you're standing is horizontal before you jump, or until you can see a large enough gap.



DRACULA AT LONG LAST!

The Prince of Darkness has many surprises, for instance, two fake Dracs who attack before the real thing.

MULTIPLE SHOTS

Most often you'll find the Double Shot and Triple Shot inside blocks that you whip, but you can also earn them anywhere along the way. By using a special weapon such as the Axe or Dagger to defeat 10 enemies in a row, you'll receive the Double Shot. The Triple Shot can be earned by defeating another 10 foes the same way, using the special weapon.

Don't switch to another character or change your special weapon if you are trying to earn a shot multiplier. If you do, the count of defeated enemies will start over again.

Castlevania II
Belmont's Revenge

Fangs for the memories...

In the first Castlevania Adventure, the fearless vampire hunter Christopher Belmont fought toe-to-toe and whip-to-wing against the vampire king, Count Dracula. Belmont defeated the Count and destroyed his castle, but unfortunately Dracula used what remained of his magical powers to transform his body into mist, thereby making good his escape. However, his powers were so depleted that he was left unable to transform into human form. The count decided to wait and rebuild his dark forces. Deep inside his black heart he swore revenge on Christopher Belmont and his family.

Fifteen years later, a ceremony was held in the town of Transylvania. The son of Christopher Belmont, Soleiyu Belmont, had come of age, and it was time for the title of vampire hunter to be passed down to him. The ceremony was used to commemorate this occasion. All the citizens of Transylvania rejoiced, hoping that the father-son team of vampire hunters would bring peace to the region forever.

But on the morning after the ceremony, it was discovered that Soleiyu Belmont had vanished into thin air. The ceremony was the chance Dracula had waited for. Soleiyu received great sacred power in the ceremony to mark his adulthood, and Dracula used his last bit of magic to turn Soleiyu's powers against him, transforming him into a terrible demon. Then, aided by the Soleiyu-demon, Dracula was able to assume human form once again. That evening, to the northeast of the village, the earth shook with a thunderous roar and four ominous castles appeared. And, hidden in a lake at the center of these castles, was another castle, the new lair of Count Dracula! Horrified to learn that his son had been altered by the forces of evil, Christopher Belmont determined to save Soleiyu and break the ambitions of the Count. He journeyed to the new castles, each ruled by a different power of darkness placed there by the Soleiyu-demon to stop anyone who would tamper with the mystic spell Dracula had cast upon him. Nevertheless, in order to save the village of Transylvania and free his son, Christopher had no choice but to go and fight once again.

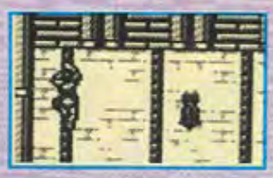
Released on August 12th, 1991 for the Nintendo Game Boy, Castlevania II: Belmont's Revenge continues the heroics of Christopher Belmont which began in the first title for Game Boy, 1989's Castlevania: The Adventure. It is the year 1591, and Christopher must venture back to Dracula's Castle to rescue his son Soleiyu Belmont, who has been turned into a demon by Dracula as a revenge plot toward Christopher. Belmont's Revenge differs from The Adventure in several ways, most notably are the 4 themed castles, Crystal, Cloud, Plant and Rock, in which you can play in any order you desire. There is no advantage in which order you play the castles, and after defeating all 4 you then make your way to Dracula's Castle. Another addition to Belmont's Revenge are the usage of the familiar sub-weapons, which were missing from the previous Game Boy title. Overall Belmont's Revenge is much more improved when compared to Castlevania: The Adventure in terms of player control, graphics, length and challenge of game play, soundtrack, and more. Of the 3 titles Konami produced for the Nintendo Game Boy, Castlevania II: Belmont's Revenge is the cream of the crop.

 Christopher Belmont	After defeating Count Dracula in Castlevania: The Adventure, Christoper's son, Soleiyu is kidnapped by the Count and turned into a demon, as a plot of revenge. Christopher must again venture deep into Dracula's Castle to rescue Soleiyu, and rid the world of Dracula.
 Soleiyu Belmont	Soleiyu Belmont, the son of the legendary Christopher Belmont had finally come of age, and a ceremony was being held in Transylvania to give him the title of Vampire Hunter. The people of Transylvania rejoiced, as they now had a father-son team of Vampire Hunters to retain the peace that Christopher had brought to the land. However Soleiyu vanished the day after the ceremony, and it was discovered that he had been taken by Dracula and turned into a demon to aid the Count, in reforming his evil army.
 Dracula	Dracula has taken Soleiyu and turned him to the dark side, to help aid him in his quest to rebuild his army of the dead and wreak havoc on Europe. Dracula, well aware that Christopher is on his way back to Castlevania, awaits the attempt to rescue his son.

Enemy	Location
Bat	Crystal Castle, Cloud Castle, Plant Castle, Rock Castle, Dracula's Castle Entrance & Chapel
Big Bat	Crystal Castle, Cloud Castle, Plant Castle, Dracula's Castle Entrance & Chapel
Fishman	Crystal Castle
Knife Lizard	Crystal Castle, Cloud Castle & Rock Castle
Knight	Crystal Castle, Cloud Castle, Dracula's Castle Entrance & Chapel
Mollusk	Rock Castle
Mud Man	Plant Castle, Rock Castle & Dracula's Castle Entrance
Octo	Crystal Castle, Cloud Castle & Plant Castle
Punaguchi	Cloud Castle, Plant Castle, Rock Castle, Dracula's Castle Entrance & Chapel
Raven	Crystal Castle, Cloud Castle, Dracula's Castle Entrance & Chapel
Rolling Eye	Crystal Castle, Plant Castle & Rock Castle
Rope Skeleton	Plant Castle & Dracula's Castle Entrance
Spider	Plant Castle & Chapel
Undermole	Plant Castle & Rock Castle
Zeldo	Cloud Castle, Dracula's Castle Entrance & Chapel

Boss	Location
Darkside	Crystal Castle
Angel Mummy	Cloud Castle
Kumulo and Nimbler	Plant Castle
Iron Doll	Rock Castle
Bone Dragon King	Dracula's Castle Entrance
Soleiyu Demon	Chapel
Dracula	Castlevania

Hidden Rooms



Not every stone is as solid as it seems. Try climbing beyond the end of ropes into the brick ceilings.

Hidden rooms and items are found in the walls and ceilings of the castles. Only a few are shown here.

1-Upmanship

For extra lives, look for the 1-Up symbol on the maps.

Dark Side Is A Shocker

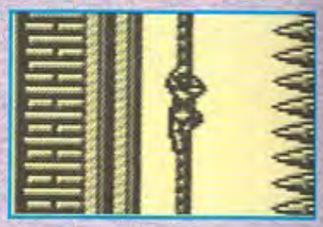
The guardian of the Crystal Castle is Dark Side. He controls a lightning cloud that attacks with electric bolts, and in this room, lightning does strike twice.

When Dark Side begins to take shape, move in close and use your whip several times, then quickly run away.

The Lightning strikes where you last stood your ground, so keep moving across the room to dodge the bolts.

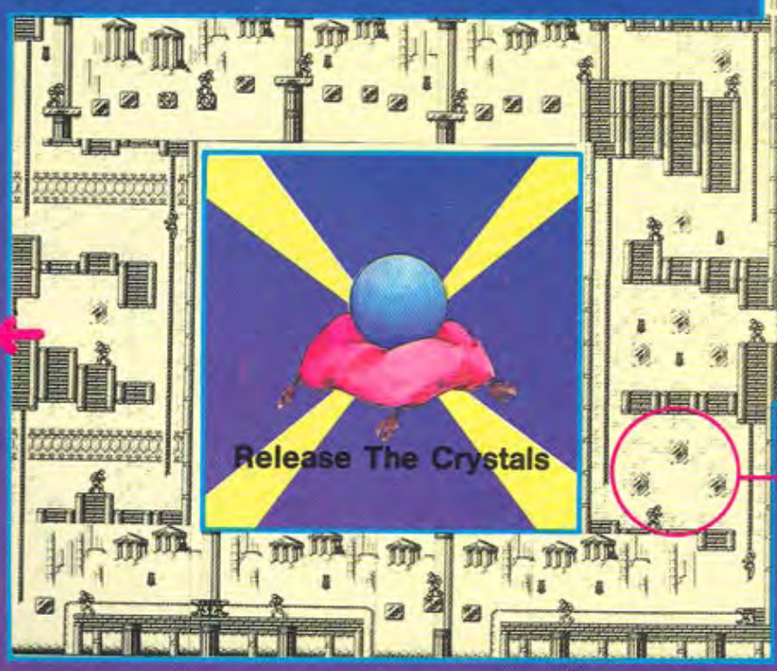
When the Lightning strikes it causes a fire. Be sure to leap over the flames that race along the floor.

Slide-Of-Hand



Christopher's great new move is the ability to slide swiftly down ropes by pushing the A Button. Use this technique in the long shaft. Even so, you can't go the distance in one slide before the spikes move in.

END



The Merman

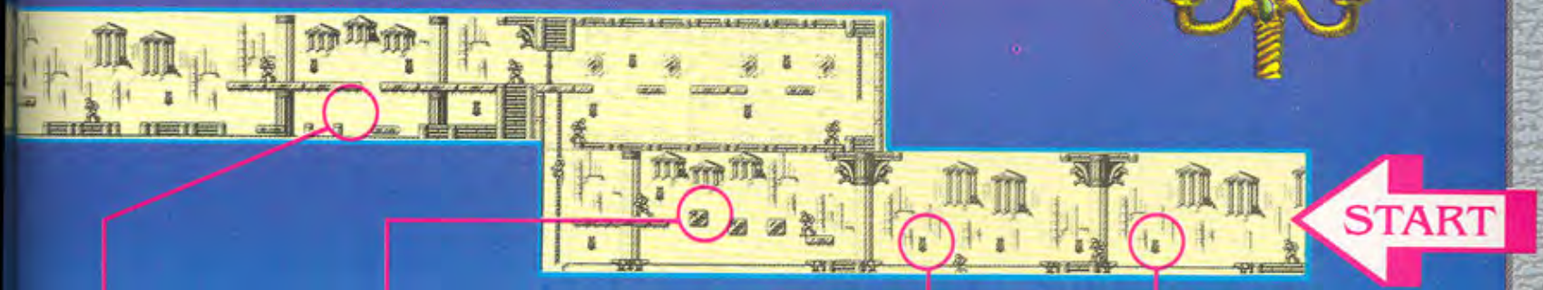
The Merman is perhaps the most difficult of the new enemies in this game. His leaps carry him from one side of you to the other while he throws knives.

Jump to the center of the room from the rope. Here in the open you have room to maneuver.

As the Merman touches the ground, turn and whip him. He's very fast, so turn quickly.

CRYSTAL CASTLE

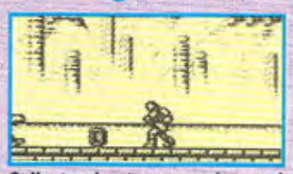
The Crystal Castle has many dangers, and many of them will be new even for seasoned vampire hunters. You are bound to take a few hits when you first start out, so whip the walls, especially above doors at the end of a stage, to search for life-replenishing meat. Listen for the ominous sound of cracking crystals, as well, for it signals danger. But the real challenges within come from the many creatures of darkness. Whip all the candles so you don't miss a weapon that could help you in the vicinity.



Fragile Crystals Underfoot

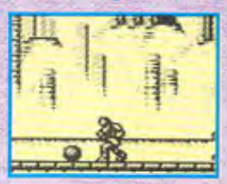
Many crystal blocks in this castle are old and worn. If you stand on them for more than a few seconds, they may shatter. Your only choice is to jump quickly from one crystal to the next. In some places you may have to dodge bats at the same time. Take a look at the crystals and the ceilings, to plan the safest route.

Coins For A Longer Life



Collect coins to earn points and lives. Every 20,000 points earns you a life. At the end of a stage, extra hearts become bonus points.

Whip Into Shape With Power Crystals



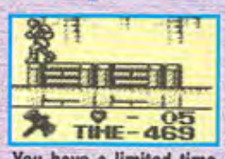
Turn your leather whip into a chain whip, and a chain whip into a fire whip by grabbing Power Crystals. The Power Crystals are hidden in candles, but they are rare. If you lose a life, a Power Crystal will be close to where you begin again. Whip every candle in order to release Crystals and other vital items.

A Tough Axe To Follow

Drop down the hole to the moving platform and jump to the right ledge to claim the Battle Axe.

To escape from this dead end, jump to the pillars on the left and from there to the moving platform.

Keep Time



You have a limited time to get through each stage. If time runs out before you reach the next door or the end of the castle, you'll lose a life.

Take Hearts And Eat Beef

Collect as many Hearts as you can in order to have the power to throw the Battle Axe and Holy Water.

Whip brick walls to uncover the hidden plates of Meat. Meat will restore your life meter.

Enemies From Beyond The Pale

Ravens

Let these ravenous birds of prey pass overhead. Attack them when they swoop close to the ground.

Bats

Look for bats on the ceiling. Many can be defeated as they sleep by attacking from a distance.

Knights

Knights are slow but powerful and heavily armored. Use your whip repeatedly and don't get too close.

Water Creep

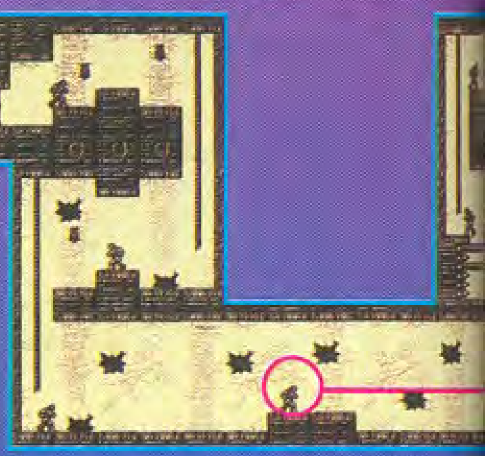
These creeping amphibians live in the pools and are hard to see. Crouch in the water and whip them.

Punaguchi

Punaguchi spit balls that bounce off walls. Approach with caution, destroying the balls and the head.

Big Eye

Big Eyes drop from above and roll straight toward you. On bridges they explode and leave holes.

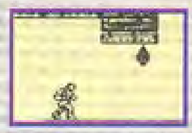


ROCK CASTLE

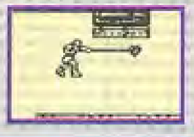
The map of the Rock Castle looks fairly easy, but the long empty corridors are not empty. Rats, bats and other foul folk live here in great numbers. The wall spikes are another challenge. You must time your jump from one spike to another with great precision.

Aim For Sleeping Bats

Sleeping bats are an easy target. Don't give them the chance to wake up. Hit them from a distance while they are snoozing.

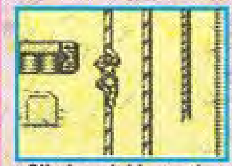


Stay the full length of your whip from the bat.

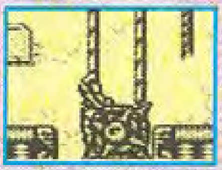


You'll defeat the bat before it can attack you.

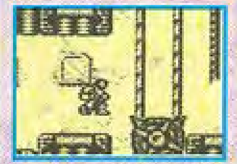
Pulleys



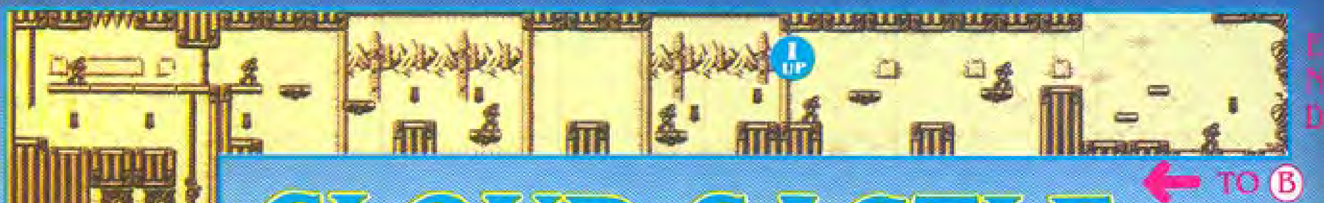
Climb quickly to the next rope as the Pulleys carry your rope upward.

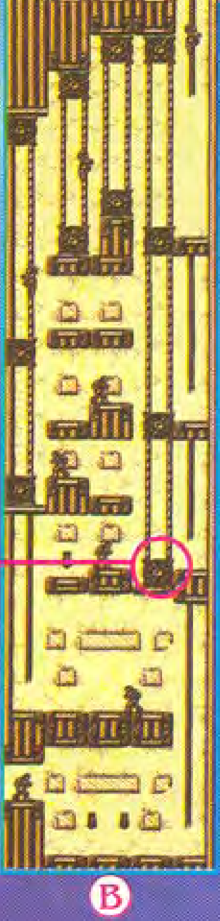


Don't get stuck in the gears! You'll be sorry if you stay there long.



Jump from one rope to the other as the Pulley reverses direction.

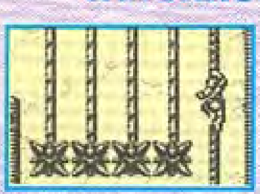




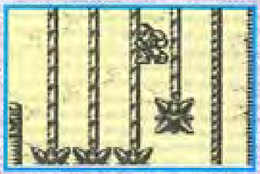
CLOUD CASTLE

The Cloud Castle is filled with deadly surprises, like the spiked balls that shoot to the ceiling when you touch their chains, or the pulleys that reverse direction. Spiked ceilings and floors don't allow any room for error. And while you're avoiding the traps, foes are attacking.

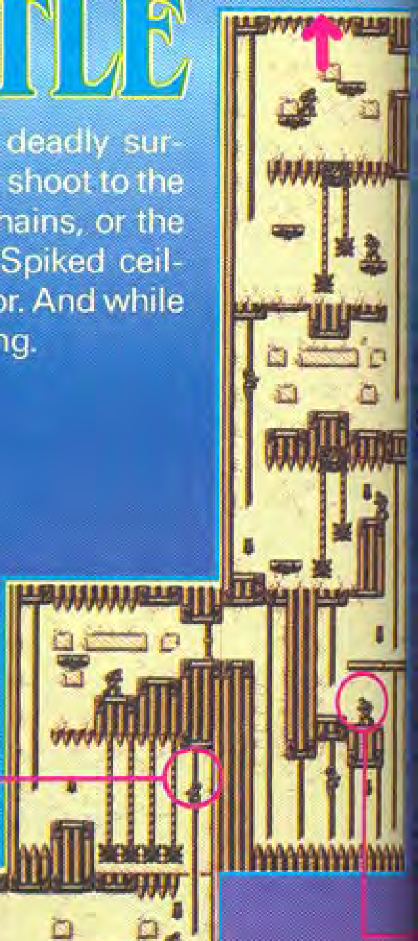
Quickness Counts

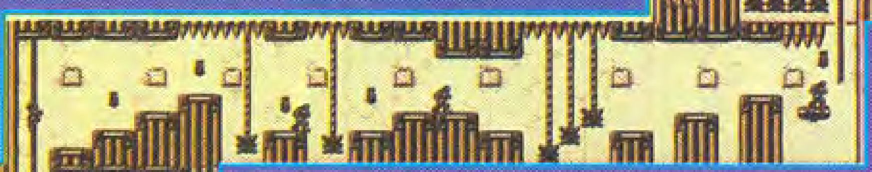


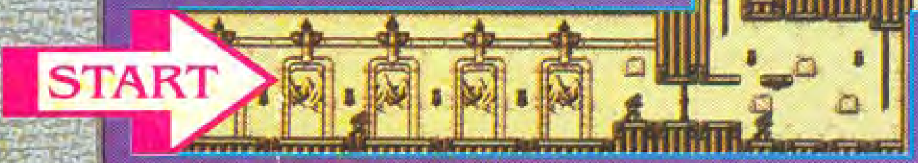
Jump from the top of the first rope to the next rope over. The spiked ball will zip upward!

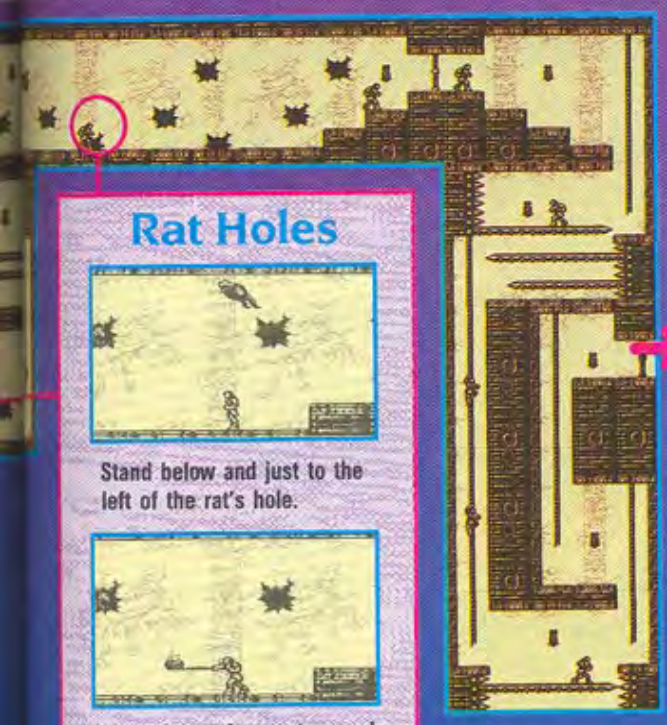


Quickly climb up the rope then jump to the next rope before the spike ball reaches you from below.









Rat Holes

Stand below and just to the left of the rat's hole.

When the rat jumps, turn and whip it as it lands.

TO (A)

Out Go The Lights

These creatures are dangerous only in the dark.

Leave one candle burning, or darkness falls.

Angel Mummy

The two-headed fiend comes out of the wall. Dodge the bones, but watch out for fire shots.

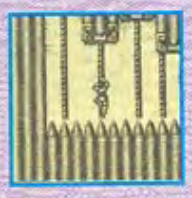
The two heads of the monster extend into the room on serpentine necks. You'll have to jump between two safety zones.

When the top head is hurling bones, stand on the floor just to the right of the lowest ledge and attack first.

Stand on the highest ledge or to the far left when the lower head throws bones.

END

Don't Drop Out



The floor below is made of spikes that rise and fall. Each time you jump from one rope to the next, you'll land far down on the rope, well within reach of the spikes. Climb quickly upward to escape!

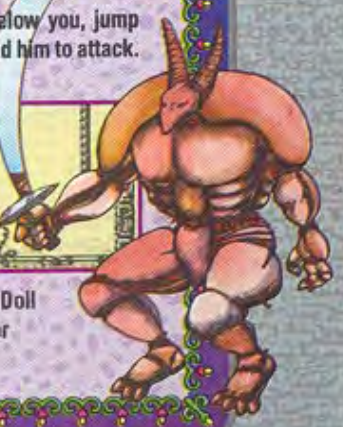
Iron Doll

At first the slow moving Iron Doll seems an easy target, but when it sheds its armor it becomes swift and fierce. Use the two ropes in the room to keep safe. Jump onto the ropes, then jump over Iron Doll, whip twice, and back off.

You'll have to get close to get a few hits. Don't stay too long. Iron Doll hits back.

When Iron Doll is almost below you, jump from the rope and land behind him to attack.

Whip repeatedly once Iron Doll sheds his armor. He's faster now, but less protected.



HIDDEN ROOM

Climb through the ceiling to the Hidden Room. Be sure to collect the Heart and Axe from the candles. Get the 1-Up from the third block to the right.

Big Eye Bombs

Jump over the first Big Eye near the rope where there aren't any spikes overhead.

Run forward to the next barren patch of ceiling and jump over the second Big Eye.

Whip the fourth Big Eye and it blows a hole in the bridge. Drop through the hole.

Avoid the Punaguchi and head to the right. From there, climb down the rope to the right.

Kumulo And Nimbler

These guardians attack with fiery shots and trident tipped spears. Dodge the fire balls and strike each brute in the face.

Jump up and whip the monster in the face.

From the central platform, attack both heads.

DRACULA'S CASTLE

The earth begins to shake and rumble, then the Castle of Dracula slowly rises from the dust. Now that the four smaller castles have been cleared of enemies, one final journey remains. Take a look at the map of the final castle that comes up on the screen before venturing inside. First you must cross the courtyard and defeat the Reapers. Inside are more sliding spikes, ropes, and monsters.

Bone Dragon

The head of the Bone Dragon appears from the root-tangled holes in the hallway and it snakes from one hole to another. The entire hallway scrolls, as well, which means you must continually move to the right. The head of the Dragon is its weak point, and it's best to strike it from the right side.

START

PLANT CASTLE

This castle is made of tangled roots and vines. Spiders, skeletons, strange beetles and exploding Big Eyes are just a few of the creatures who live within. Much of the fighting is done while hanging from ropes or spider threads, which limits your options for attack. Here you must learn new strategies.

Crossing The Spider Threads

In the hall of the spider threads on the opposite page, defeat the spiders only after they climb down.

Attack spiders when they climb down the thread, not when they're near the ceiling.

Before you enter the dangerous domain of Dracula, a map of his castle scrolls by, displaying the passages you must tread.

The Final Struggle?

Beyond the Bone Dragon is the final confrontation for Christopher. But will you fight Dracula or an imposter? And where is his son, Soleiyu? To answer those questions requires the ultimate courage—to face the unknown.

Jumps on Moving Platforms and Pulleys require critical timing.

Hit the Ravens, then duck the Reaper's flying sickle and jump over it as it returns.

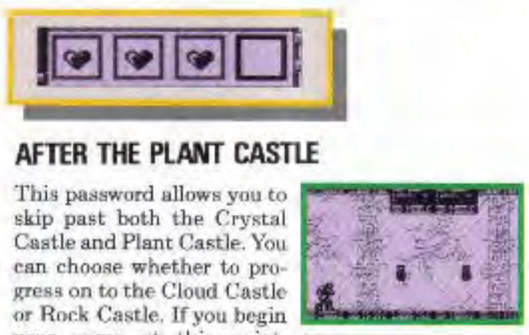
CASTLEVANIA II :BELMONT'S REVENGE

CASTLEVANIA ON ZERO DOLLARS PER DAY

Castlevania II can be so challenging that the picture passwords shown here may be your best bet for seeing the entire game. Each of these passwords will start you off after a certain number of stages or castles have been completed.

AFTER THE CRYSTAL CASTLE

The Crystal Castle is the easiest castle to complete first, but that doesn't mean the stage is easy. Watch your step and watch those spikes! To skip the Crystal Castle, enter the password shown here. The game allows you to enter any of the remaining three castles.

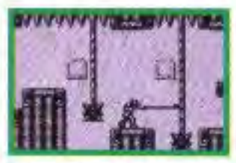


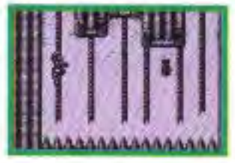
AFTER THE PLANT CASTLE

This password allows you to skip past both the Crystal Castle and Plant Castle. You can choose whether to progress on to the Cloud Castle or Rock Castle. If you begin your game at this point, you'll still have to complete the final two castles before Dracula's Castle will appear.

AFTER THE ROCK CASTLE

Of the first four castles, only the Cloud Castle remains to be conquered. Inside, you'll find spiked balls that drop from the ceiling and pulleys that raise you to higher levels. Quick and accurate jumping are essential. Two bony dragon heads guard the final stage of the castle.





DRACULA'S CASTLE

After all four castles have been closed, Dracula's Castle rises out of the earth. The first part of the house that Drac built features moving platforms and spikes. Dodge the Reaper's boomerang sickle and jump to the spikes with caution.

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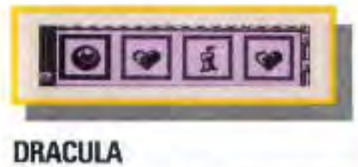
STAGE 2

The second part of Dracula's Castle has more Reapers, Ravens, and Spitters, just to name a few of the enemies you'll encounter here. You'll have to make use of all your skills, including jumping from ropes and fighting on narrow, moving platforms. If you pass through this area alive, Dracula is just ahead.

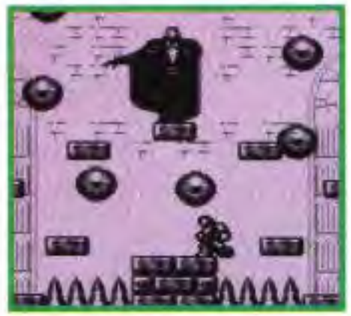
Attack the Spitters from the rope and do it quickly or spores will soon fill the room, making it difficult for you to reach the exit.

The Knight at the beginning of this stage is easy to defeat. Just stand on the right edge of the closest platform and use your whip.



DRACULA

Dracula is surrounded by rotating eyeballs. Keep moving to avoid them while positioning yourself to hit Dracula.



TEN MAN PASSWORD

Enter two Candles and two Hearts to begin the game with ten lives.

With the Ten Man Password (Candle, Candle, Heart, Heart) you can begin in any of the four castles.

You can choose a Sound Test by entering in four Hearts on the password screen.

HIDDEN ROOMS

In each of the first four castles you can discover Hidden Rooms where valuable items are kept. Look for the areas shown in the photos, then climb up the rope straight into the ceiling. Inside, you'll find Hearts, Crystals and weapons. In the Crystal Castle, two of the ropes shown lead to two separate Hidden Rooms.

The Crystal Castle actually has two Hidden Rooms, which you can enter by climbing these ropes.

In the Cloud Castle, the rope on the left leads to a Hidden Room. Watch out for the Spitter.

This rope in the Plant Castle is the secret entrance to a Hidden Room.

Continue climbing into the ceiling to reach the Hidden Room in the Rock Castle.

Start with 10 lives	
Sound Test	
Expert Mode	
Start after Crystal Castle	
Start after Plant Castle	
Start after Rock Castle	
Start at Dracula's Castle Entrance	
Start at Dracula's Castle Chapel	
Start at Castlevania (final stage)	

Evil Lurks in the Darkness...
In the small country of Transylvania there is a legend which says that every 100 years the forces of Good mysteriously become weak and the forces of Evil gain a foothold into our world. The evil manifests itself in the form of one of the most feared characters to roam the earth - the vampire Dracula!

Every 100 years Dracula is revived and grows stronger and stronger. His goal is to turn all humanity into creatures of darkness, to be ruled under his iron fist. He has appeared in this world many times, and there are many people who fear that in his next appearance, he may be unstoppable.

There is one group that has always been around to see that Dracula is defeated, the Belmont family. For generations the Belmont's have passed along the secrets and skills of vampire-hunting to the eldest child of the family. While many of the Belmont's have lived peaceful lives without encountering Dracula, they remain prepared. There are occasional skirmishes with lesser monsters, but the Belmont clan has always emerged victorious.

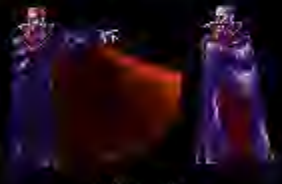
Now, 100 years have passed since the last battle between Dracula and the Belmont's. Transylvanians are reporting mysterious sightings of odd creatures appearing under the cover of darkness. As Spring approaches, the citizens prepare for a traditional celebration.

Unbeknownst to them, an evil group of people is holding a ceremony in the old destroyed abbey outside of town, attempting to revive the Prince of Darkness. As they carry out their ritual a dark cloud descends over the countryside. The sinister group stirs itself into a frenzy of mysterious chanting and pagan dancing, then lightning strikes the abbey. The ground bucks under their feet, and the abbey walls shudder. Once again, Dracula is revived!

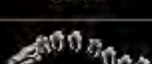
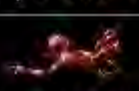
It is time once again for Simon Belmont to call forth the powers of good to aid him in his battle. Armed with his mystical whip, his courage and the centuries-old knowledge of Belmont family training, he sets forth on his mission . . .

Released in December 1991 for the Super Nintendo Entertainment System, Castlevania made a successful transition from NES to SNES by basically retelling the story of the original Castlevania game, but this time with better graphics and controls. Super Castlevania IV is not an exact stage for stage remake, but more of an updated version which was also easier to beat than the original. Most of the enemies and bosses from the original remained, along with some great new additions and an excellent soundtrack. Super Castlevania IV solidified the Castlevania franchise as a mainstay in the video game industry for many years to come.

It is the year 1691, Transylvania has been at peace for 100 years now, and the peasants and villagers have begun to purge their minds of the memories of the times when the lands were dominated by chaos and shadows, and when the undead walked the Earth. However Count Dracula returns every 100 years to plague the land, bringing with him the evil forces of hell, and it just so happens that the people of Transylvania's time has run out. The Prince of Darkness has just returned to his ancestral home, Castlevania and called forth his minions to purge the world of human flesh. The people of Transylvania cry out for a hero, a protector to defend them against the evil desires of Dracula. They do not need to look far as Simon Belmont, a descendent of a long line of Vampire Hunters lives within the land of Transylvania. Armed with a whip he calls the Vampire Killer, he sets forth on a journey through the darkened countryside to rid the world of the ultimate evil, a journey in which he must fight his way through legions of Zombies, Monstrous Bats and even Death itself, a journey which must end with a final showdown between himself and the Dark Lord, a journey to Castlevania.....

 Simon Belmont	The most recognized hero from Castlevania, Simon is a member of the Belmont family, a long line of Vampire Hunters who are set to rid the world of Count Dracula. It is the year 1691, Dracula has been resurrected and the people of Transylvania have called upon this hero to save them.
 Dracula	The Prince of Darkness rises every 100 years, and now he has come back to terrorize the land with his forces from hell. It will take a true hero, a true member of the Belmont clan to defeat this beast.

Enemy	HP	Location
Axe Knight	4	Stage 6, 7, 8 & A
Ball of Destruction	n/a	Stage 3
Bat	1	Stage 1, 2, 3, 4, 5, 6, 9 & B
Blood Skeleton	1	Stage 6, 7 & A
Bone Pillar	4	Stage 1, 2, 3, 4, 5 & 8
Bone Scimitar	2	Stage 3, 4, 5, 6, 9, A & B
Charging Table	2	Stage 6
Circle of Caskets	2	Stage 6
Classical Ghost	1	Stage 6
Claw	1	Stage 2 & 5
Clubbing Knight	1	Stage 1, 3, 4 & 7
Cruela	1	Stage 6
Dancing Zombies	2	Stage 6
Dead Mate	n/a	Stage 6
Dhuron	2	Stage B
Ectoplasm	3	Stage 6
Fire Worm	6	Stage 7
Gargoyle	2	Stage 2 & 5
Ghost	2	Stage 1 & 7
Ghostly Eyeball	2	Stage 3 & 8
Goblin	2	Stage 2
Gold Skeleton	2	Stage 9
Gold Whip Toting Skeleton	2	Stage 5, 9 & A
Grabbing Portrait	1	Stage 7
Gremlin	1	Stage 2 & 5
Hanging Skeleton	2	Stage 4 & 8
Harpy	1	Stage 5
Hellhound	1	Stage 6

Enemy	HP	Location
Knight	4	Stage 7
Magic Book	1	Stage 7
Medusa Head	1	Stage 1, 4, 8 & A
Merman	1	Stage 3
Mr. Hed	1	Stage 1
Plant Man	2	Stage 2
Raven	1	Stage 2, 3 & 4
Rock Monster	3	Stage B
Rolling Stone	n/a	Stage 7
Rug Creature	n/a	Stage 7
Siren	1	Stage 6
 Skeledragon	7	Stage 3, 8, 9 & A
Skeleton	1	Stage 1, 2, 3, 4, 6, A & B
Skeleton Claw Combo	n/a	Stage 6
Snapper Casket	2	Stage 6 & 9
Spider	1	Stage 2 & 8
Stone Man	2	Stage 3
Thornweed	1	Stage 2, 3 & 8
Toad	1	Stage 2 & 5
Viper Swarm	1	Stage 1 & 3
 Wall Widow	1	Stage 4
Whip Toting Skeleton	2	Stage 6 & A
Winged Guard	2	Stage 7
Wolf	2	Stage 7
Zombie	1	Stage 2
Zombie Hand	1	Stage 2 & 6

Boss	Attack	Location
Rowdain	Lance & Falls from ceiling	Stage 1 - Entrance
Medusa	Snakes & Fireballs that turn to stone	Stage 2 - Forest
Orphic Vipers	Flame & Fireballs	Stage 3 - Caverns
Puwexil	Tongue & Poisonous Gas	Stage 4 - Death Tower
Koronot	Throws Rocks & Bricks	Stage 4 - Death Tower
Dancing Spectres	Firing Foils	Stage 6 - Main Hall
Sir Grakul	Battle Axe & Sword	Stage 7 - Library
Frankenstein	Throws Potions which either cover ground in flames (pink potion), or summon a 2nd monster (white potion), or shoot fireballs (green potion).	Stage 8 - Catacombs
Zapf Bat	Flying & Drops Harmful Coins	Stage 9 - Treasury
Akmodan	Bandages & Fireballs	Stage A - Clock Tower
Slogra	Spear, Fireballs & Rushes	Stage B - Castle Keep
Gaibon	Summons Spikes & Shoots Fireballs	Stage B - Castle Keep
Death	Scythes	Stage B - Castle Keep
Dracula	Teleports & Fireballs	Stage B - Castle Keep
Dracula (2nd form)	Teleports & Lightning	Stage B - Castle Keep

SUPER NINTENDO ENTERTAINMENT SYSTEM

This month our Super NES preview serves up three titles that show just how varied the selection of games for the new system will be. The legend of the Belmont family continues with Castlevania IV, Final Fight lights up the screen with super street-fighting action, and SimCity sets city planners loose to build their own utopian societies.

THIS MONTH'S LINEUP:
- CASTLEVANIA IV
- SIMCITY
- FINAL FIGHT

Castlevania™

©1991 KONAMI

THE HAUNTING CASTLEVANIA SERIES CONTINUES ON THE SUPER NES

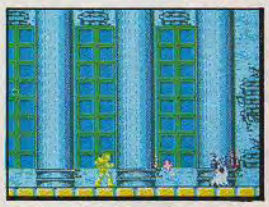
KONAMI
8 MEGABITS
ACTION

THE BELMONT LEGEND CONTINUES

Dating back to the family patriarch, Trevor, the legendary whip-wielders of the Belmont line have sought to permanently cage the Count in his coffin. The sinister Dracula, however, haunts them again in the last-est, greatest, Castlevania adventure. With vivid graphics and double scrolling back-grounds, this installment is the eeriest yet!

FROM THE BEGINNING

CASTLEVANIA



Produced in 1987, Castlevania introduced the Belmont family to a pack of video hounds. Little did they know that Simon's battle with the crafty Count was just the beginning of a rivalry that would become legend.

CASTLEVANIA II SIMON'S QUEST

Although Simon was victorious in his previous encounter, the evil Count's curse continues to plague Transylvania. To break its grasp, Simon must search day and night for Dracula's five malevolent mansions.

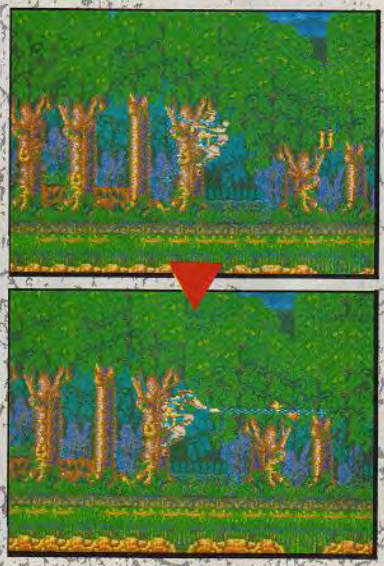
CASTLEVANIA III DRACULA'S CURSE

A brave ancestor, Trevor Belmont, answered the people's desperate pleas for protection from the very Count Dracula that would again threaten Transylvania in the years to come.

GET CRACKING ON THE LATEST ADVENTURE

As always, Simon can crack the Whip to the side and overhead, but now he can also strike on the diagonal and swing it in a complete circle. By jumping and pressing down on the Control Pad, he can even zap enemies lurking below. His best stunt, though, is wrapping it around an anchor above and swinging, a la Tarzan, from platform to platform.

IT'S SIMPLE, SIMON



STRIKE WHIP IN ANY DIRECTION

As in the other Castlevania games, enemies attack from all directions. Now, thanks to the superior graphics capabilities of the Super NES, Simon can quickly attack in all directions, too. By pressing Jump, Whip, and Up on the Control Pad, you can jump and destroy enemies hovering above. Press Jump, Whip, and Right or Left on the Control Pad to take out baddies above and to the side. Simon is a master of many techniques, and he'll need every one of them to reach the Count.

DO THE WHIP WAVE

If you press and hold the Whip button, the Whip strikes in a wavy pattern instead of a straight line. The wave strike isn't as powerful as a straight strike, but it comes in handy when you aren't sure exactly where an enemy will appear.

ROUND AND ROUND

Press and hold the Whip button, then use the Control Pad to swing the Whip in circles. Again, it doesn't pack the punch of a straight strike, but it takes out enemies approaching from ahead and behind, as well as any zeroing in on the diagonal.

SNEAK A PEAK AT THE EARLY STAGES

STAGE 1 A CREEPY CASTLE

Enter the 3-D scene outside the fortress fence, then press Up to open the gate and enter the ghoulish castle grounds.

SWINGIN' SIMON

From your ledge, press and hold the Jump and Whip buttons. Wrap your whip around the anchor above and swing. When you're over the next platform, release the buttons to land.

A BONE-JARRING BATTLE

You can beat this scrawny pair of Skeletons with the strongest Whip. Crumble the horse first, then go for the rider.

STAGE 2 A FIENDISH FOREST

Outside the castle are people-eating plants, ghoulish Gargoyles, and crafty Crows. When you reach the river, go with the flow.

Yikesi Spikesi

Watch carefully for underwater obstacles as the current pulls you along. Whip the Frogs, jump the Spikes, and beware of the Gargoyles that sweep down from above.

MEET MEDUSA AND HER MINIONS

Jump and Whip in circles to wipe out the slithering, striking beasts Medusa tosses out, then blast her with the Boomerang.

UNEARTHLY ENEMIES ABOUND

The great graphics capabilities of the Super NES allow game designers to render even the smallest characters in amazing detail. Don't be deceived by an enemy's size, though. Some of the smallest will be the toughest you'll encounter. Some you've seen in other Castlevania games, some are all-new and totally gruesome.

HOUNDS OF HADES

Devil dogs dart from nowhere to destroy Simon. Whip or jump over them.

BONE CHUKKERS

Avoid their missiles and rattle their bones with your Whip.

MEDUSA HEADS

Use a strong Whip on the floating Medusa Heads.

PILLARS OF BONES

Pillars of Bones can shoot in two directions.

BATS

Don't touch these rabid pests! Use your Whip to wipe them out.

STAGE 3 CREEPY CAVERNS

In these dank caves you'll have to watch for bothersome bats and falling boulders. Some enemies appear and disappear randomly.

UNCOVER A HIDDEN ROOM

Whip through the boulders to find a hidden room that contains a Heart hoard and Meat that restores points.

DOUBLE-HEADED DRAGON

One head spits flames, one fireballs. Stay on the lower left platform and throw Axes when the heads emerge.

STAGE 4 INSIDE THE CASTLE

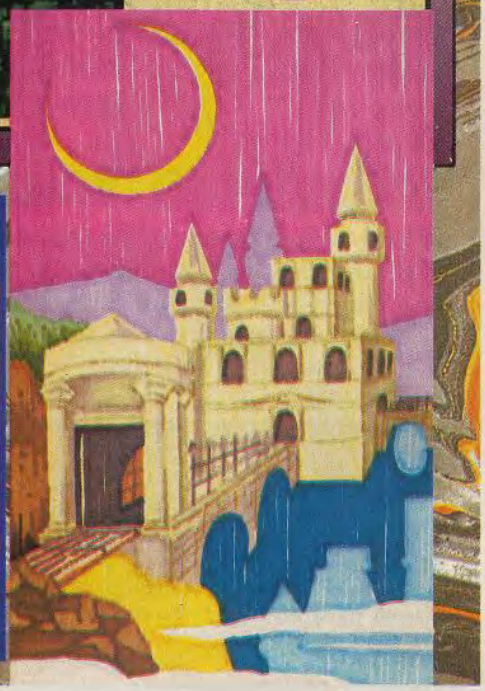
The Stages you've completed each had three sections. Stage 4 has not only four sections, but two big bosses as well. The enemies you'll meet are much tougher than those in earlier stages, too.

SWING TIME

The rooms in Stage 4-2 will try to throw you off balance by rotating wildly. What a dizzying experience! You can't keep your footing, so wrap your whip around an anchor and swing safely until the room stops spinning.

TWO BOSSES ARE BADDER THAN ONE

You'll meet one boss, a gigantic skull, at the end of 4-1. In 4-4, you'll encounter a behemoth with a bad attitude.



HOLDING HANDS

Watch your step! These Holding Hands pop out of the ground and latch onto your legs.

GARGOYLES

Gargantuan Gargoyles swoop down to attack. They're hard to handle!

CASKETS

Who—or what—is inside? These curious coffins seem to attack on their own.

FROGS

Frogs are small but peristent pests.

POND SCUM

Slimy, spitting creatures jump suddenly from the water.

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NEW COMICS AND MORE

SUPER CASTLEVANIA IV

Simon's Monstrous New Quest

Official Nintendo Seal of Quality

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

Super Castlevania IV™

THE PATH TO DRACULA

Simon Belmont's journey takes him through 11 stages, five outside Dracula's castle and six inside. In the course of his quest he meets a host of enemies, but just as dangerous are the traps that lie waiting in cunning disguises. You must remain ever vigilant. Look for motion or flickering images that might reveal some lurking danger. Even innocent looking tales might attack you. This map hints at some of the dangers ahead.

STAGE 5 THE CASTLE COURT

Stage 5 is a race through the outer courtyard of Dracula's castle. Enemies appear constantly, but none are difficult to defeat. The real challenge is moving fast enough to clear the stage before the time runs out.

The Harpie swoops in carrying an evil companion. Don't give the dive-bombing duo a chance to attack. Use your Whip at once, then keep running for the exit.

At the end of this stage is the entrance to Dracula's Castle. You have come far, but you are not yet half way to your goal.

STAGE 6 THE HALLS

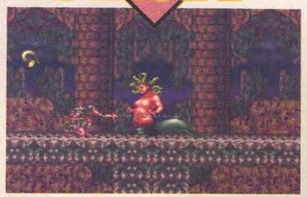
Inside the castle you'll find elegant halls, fine draperies, and chandeliers, but you'll also discover that these halls are haunted by a ghostly host of creatures. From the ghouls and knights in the lower halls to the chilling dance partners—Pauls Abghoul and Fred Askare—at the end of the stage, you'll be accosted by emanations from beyond the grave. If you look with care, you'll also find a rich treasure room, and a hidden 1-Up in a wall near the end.

THE TANGO OF TERROR

These dancers move at random through their private ballroom, making an attack strategy difficult. Stay at Whip's length from them.

At times, the dancers rush at you, with foils. Jump to avoid then. You'll have the best chance in the middle of the room.

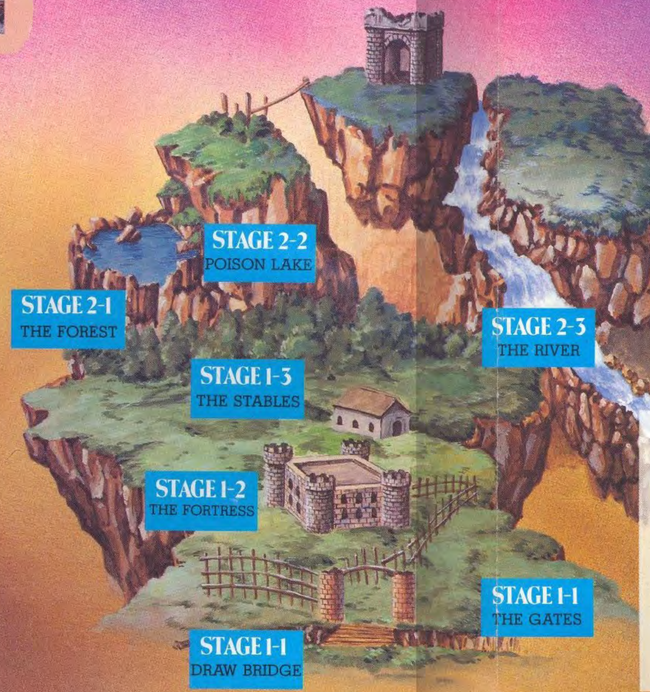
STAGE 2

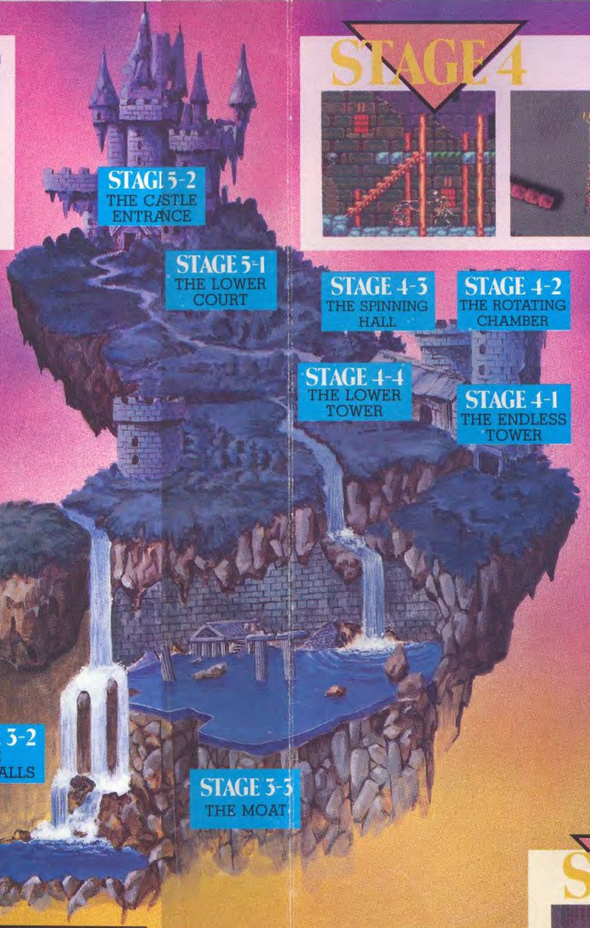


Turn to pages 76 and 77 of the Super Castlevania review in this issue for details on Stage 1.

STAGE 1

Strategies for clearing Stage 2 appear on pages 78 and 79 of the Super Castlevania review in this issue.





STAGE 3

On pages 80 and 81 of the Super Castlevania review, you'll find tips for passing through Stage 3.

STAGE 8 THE DUNGEONS

The dungeons are filled with spiked platforms that crash to the floor, dripping poison, spiders, Fire Eyes, bone dragons, poison pools and much more. Venture deep into the dungeon, then leap across a bridge of vanishing stones if you dare.

THE MONSTER

He and his double are afraid of nothing. Use your Whip and dodge the fire bombs that the Monster throws.

STAGE 4 THE OUTER KEEP

Dracula's domain includes many castles. Stage 4 leads through the towers and terrors of the Outer Keep. In Stage 4-1 Your jumping skills will be tested by flipping floor boards and skeletons who reach for you from cracks in the wall. The bizarre Puweyxil, a skull with a serpentine tongue, must be defeated before moving on to 4-2. Deeper in the Keep you'll face a rotating room, a spinning corridor, a maze of moving blocks that can crush you like an insect and finally, Koranot—a fearsome creature of solid stone.

PUWEYXIL

Attack Puweyxil from the left hand side of the room with your Whip and the Axe. When the creature is damaged, bricks fall from the wall, but don't let up on your attack.

KORANOT

Koranot's heavy steps bring bricks tumbling from the ceiling. Move close to attack with the Whip when he throws stones. He'll shrink with each hit until he becomes dust.

STAGE 7 THE UN-LIVING QUARTERS

Simon begins this stage in a library, which is filled with enormous books and shelves. Armored knights attack, as do other creatures of darkness, and even a few flying books. Beyond this, he ventures through long galleries wherer portraits of Dracula's mother do more than give you evil looks. Sir Grakul, a powerful knight, bars the exit from this stage.

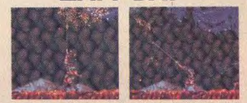
SIR GRAKUL

Sir Grakul uses two effective attacks against those who disturb his peace. First he throws a boomerang battle axe. His second attack is a stream of fire that runs along the floor. Luckily, they are easily avoided.

STAGE 9 THE TREASURY

The Treasury has floors of gold and treasure chests of jewels, but all the riches in the world won't help you get past the endless progression of bats and skeletons. If Simon jumps 255 times on one of the treasure chests, however, he will get a Pork Chop. The Zapf Bat at the end may give you nightmares.

ZAPF BAT



The Zapf Bat is encrusted with jewels. If you hit it, scales fall away from it in a deadly rain. Simon must move quickly, especially when the bat transforms into three smaller versions of itself.

TWO MORE GRUELING STAGES AWAIT YOU

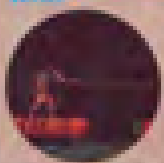
super Castlevania IV

One hundred years have passed since Dracula last terrorized Transylvania. Again the ghouls are abroad and the night is shattered by the howling of wolves. With whip in hand, Simon Belmont begins a journey into darkness. This begins Konami's blood-chilling Super Castlevania IV for the Super NES.

A NIGHT OF ACTION

As anyone who has played a Castlevania game knows, the Belmonts are whips in their pursuit of Dracula. In Castlevania IV, the Whip can be directed in eight directions; it can be swung with a circular motion, and it can be used as a swing to cross open spaces. Simon's jumping is also improved, and he can squat down to pass under low ledges. As in some other Castlevania games, you will find icons for special attacks, and the game is saved using Password symbols.

WHIP



By gathering Power-Ups, the Whip becomes a Morning Star with greater range and a more damaging attack. You can also use it in swing across open spaces.

JUMP

Simon has better jumping control than ever before, and you'll need it when making leaps to swinging chandeliers or when avoiding craft enemies like panthers.

ITEMS

Some items can be used as weapons and cost a certain number of Hearts when used. Other items like Pork Chops will heal members of Simon's Life Meter.

SCROLL

Press down and either left or right on the Controller and Simon will move forward in a squatting position. This is the only way he can pass through low openings.

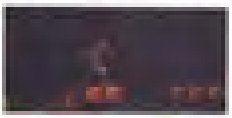
SUPER NES

STAGE 1

The desperate crusade begins in the outer grounds of a castle guarded by skeletons and swooping bats. Mr. Hyde, a flying horse head, attacks in the stable before you reach Zombies, the skeleton knight on his skeleton horse.

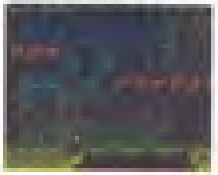
QUICK STEPS

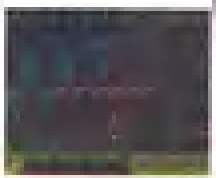
Some blocks crumble if you stand on them too long. Keep moving. Time is short.



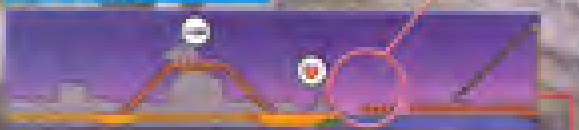
ONE GIANT STEP

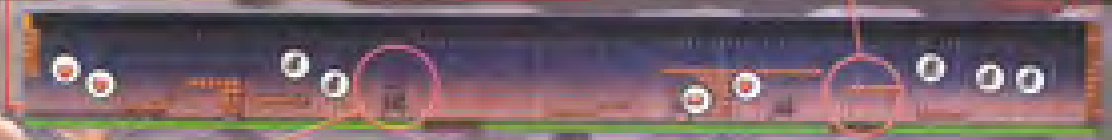
Watch the ground in front of Simon for bottomless pits, or he might take an endless step to his doom. Make your way around the pits by going through the door. As you do so, beware of flying bats approaching from the right. Collect all the items by backtracking on both sides of the fence.





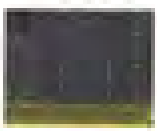
STAGE 1-1





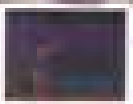
FENCED IN OR FENCED OUT?

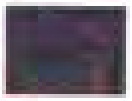
Step through the gate and Simon can walk on the inside of the fence. Bottomless pits force you to explore both sides, and you don't want to miss the extra Hearts. Some of the candles are difficult to see on the inside, so whip anything that flickers.

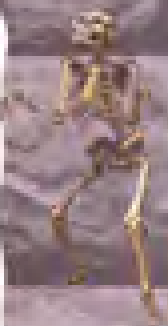


SWINGING SIMON

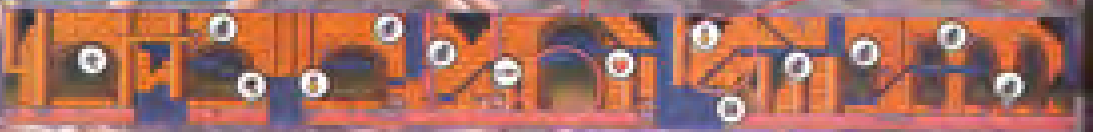
Swing farther by pushing left and right on the Controller and extend the length of the Whip by pressing down.







STAGE 1-2

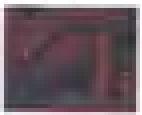


STAIR JUMPING

At times you may want to pass through a stairway rather than climb it. If you try to jump onto the stairs, you will discover that Simon won't land on them. Like a ghost, he passes right through! Just make sure that there is a solid floor below the stairs.

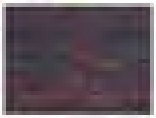
THE INVISIBLE MAN

Whip the candle halfway down the stairs and take the potion. You'll become invisible to evil wraiths for a few seconds. Quickly now, go to the floor and attack the skeletons!



SUPER CASTLEVANIA IV

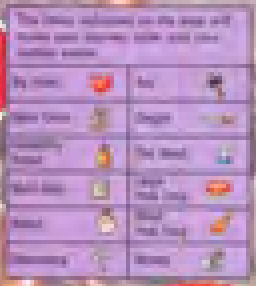
LOOSE FLOORBOARD



In Transylvania, every step can be your last. These boards flip flop if you jump on them, but if you tread softly, you will be safe. Also take the Watch, conveniently located nearby, to freeze the attacking waves of Medusa heads.

STAGE 1-5

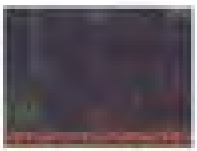
MAP KEY

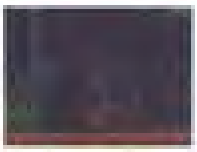


BOSS

A NEST OF VIPERS

Nests of poisonous snakes cling to the ceilings in the stable. When you pass beneath them, they fall in a clump to the ground and crawl after you. Move beyond them, then kneel and let them taste the sting of your Whip, or strike overhead as they fall toward you. Lower nests can be destroyed as you approach. In later stages, many more enemies lie in wait, revealing themselves only after you come within range.



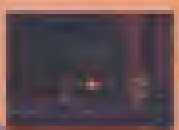


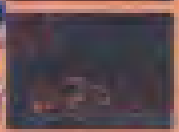
STRIKE FROM ABOVE

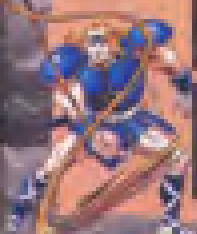
Beneath the stone ledge clings a nest of vipers. If you jump from the ledge to the left, they will surely attack. Fortunately, Simon has great skill with his Whip. Jump up and lash straight down. The snakes will fall harmlessly into the mud and you will be safe to move on. Remember this strategy in the stages ahead. It may save your life.

WHIPPING IT UP

Simon's core skills with the Whip include the ability to swing it around his head in a circular motion. This attack is not as powerful at stopping the Whip straight out, but you can hit enemies on all sides without turning to face them.

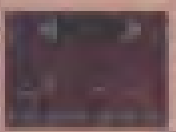




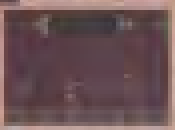


A DEAD KNIGHT AND HIS HORSE

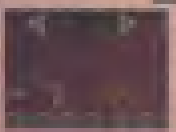
All that now remains of Rowdain and his horse are skeletons, and a hatred of all things that still breathe. Simon must scatter their bones if he is to pass. At first, kneel on the left ledge and strike the horse as it draws near. The bony undead can be devastated by the Whip, so you can avoid it by jumping. With half his Life Meter gone, the horse vanishes, leaving Rowdain to carry on the battle. Continue your Whip attack from the floor, but when Rowdain leaps up, move quickly out from under him. With your Life Meter full, Rowdain will take no more than 20 hits. Prepare for your worst foe.



Soon as the bat leaves your whip, the skeleton horse and its rider... You have nothing else. Watch the Meter to see when it will harm the horse is destroyed.



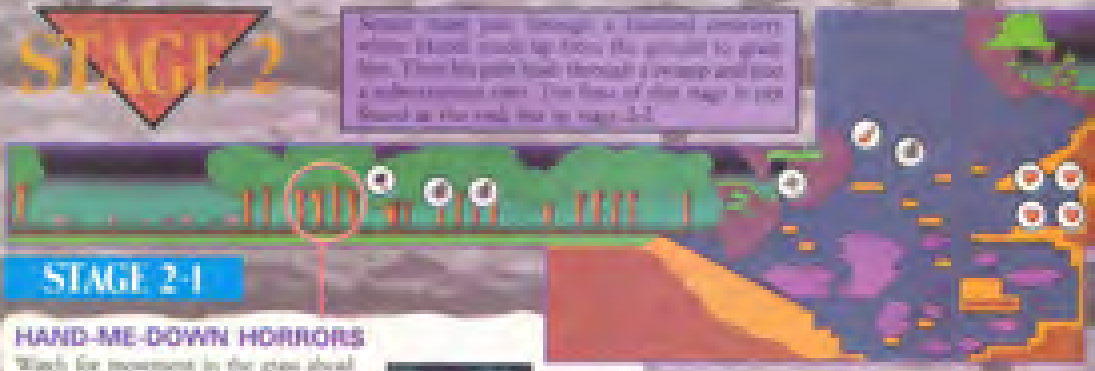
After the escape of the Whip-wielding hero, Rowdain's attack on it on the floor.



Now in the left or right when Rowdain leaves the high range, he'll create unstable flames, continuing with no will respond to a remaining attack.

STAGE 2

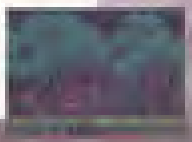
Simon must pass through a haunted cemetery where ghouls rush up from the ground to grab him. Then his path leads through a swamp and into a subterranean cave. The boss of this stage is not found at the end, but in stage 2-3.



STAGE 2-1

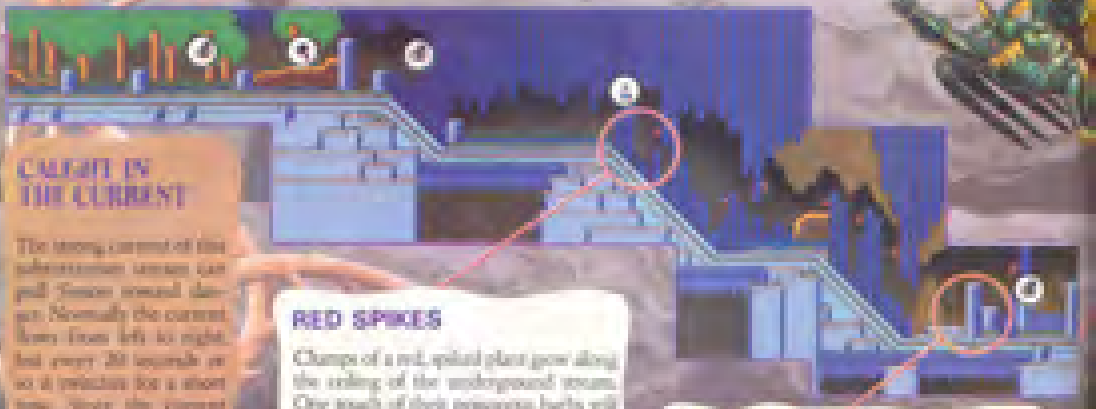
HAND-ME-DOWN HORRORS

Watch for movement in the grass ahead and whip the Hands as they appear. If you are caught in the grasp, move back and forth or use the Circle Whip maneuver to free yourself. Also beware of the attacks of invisible wraiths and giant spiders.



STAGE 2-2

STAGE 2-3



CAUGHT IN THE CURRENT

The strong current of this subterranean stream can pull Simon toward danger. Normally the current flows from left to right, but every 20 seconds or so it reverses for a short time. Since the current can pull you toward enemies and traps, you must always be aware of its direction.

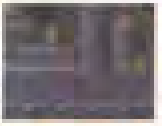
RED SPIKES

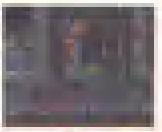
Clumps of a red, spiked plant grow along the ceiling of the underground stream. One touch of their poisonous barbs will drain Simon's Life Meter. Watch for them constantly and do not jump when you are fighting beneath one of them.

Here in the scene when the red spiked plants are overhead. During battles, whip enemies to temporarily set you free. An attempted jump to freedom may spell Simon's doom.

SPIKES BELOW

An even greater danger than the red spikes are the spikes that grow to pin in the unwanted. You can easily jump over them when the current flows left to right. If the current is reversed when you jump, it may pull you into the spikes where you land.





THE HIGH JUMP

The high bridge is accessible only by using the vertically moving platform. Jump onto it, making sure that you have already defeated the raven that swoops at you from the right. Now let the platform carry you up to its highest point, which is even with the stone pier of the bridge. The leap to the stone pier is a long one, so position yourself at the far right edge of the platform.

MEATY MATTERS

Chances are that Simon will take a few hits from the ravens, poisonous frogs and other evil denizens that inhabit this grisly region. Therefore, do not pass by the Pork Chop midway across the second span of the bridge. You are almost to Medusa, and you will need all your strength to battle her.

After the dangers of the swamp, pick up the Pork Chop on the second bridge. Medusa, waiting just ahead, won't ask you to dinner.

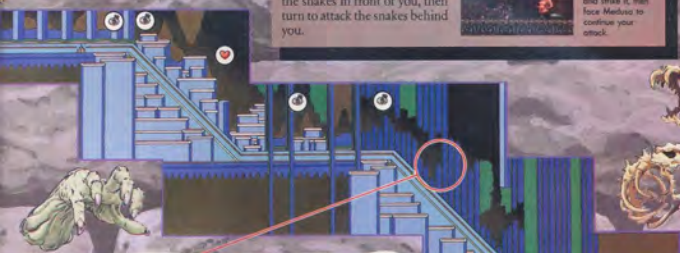
BOSS

IF LOOKS COULD KILL

The hideous Medusa can turn a man to stone with one glance. If Simon kneels when the Glance Spell approaches, he'll be safe. If caught by Medusa's Glance, he'll become a statue for several seconds. She also throws snakes. Kneel to combat Medusa and the snakes in front of you, then turn to attack the snakes behind you.

The Stone Glance can freeze you, leaving you vulnerable for a short while. Kneel down to avoid it.

If Medusa lobs a snake over your head, turn, kneel and strike it, then face Medusa to continue your attack.



DON'T LOSE YOUR HEARTS

No boss waits for you at the end of Stage 2-3, which means that you can carry over your Hearts to the next stage. That is unless the Flying Hand steals them away. Keep out of the clutches of this thief of hearts to preserve your advantage in Stage 3.

STAGE 3

In the third stage, Simon first finds himself wandering in a lonely cave. Soon he will climb a cliff streaming with waterfalls, and then he must cross a moat filled with merciless Mermen and climb a tower to face the twin-headed Orphic Vipers.

ONE FALSE STEP

The spikes in the cavern are unforgiving. Step on one and Simon loses a life. Jump from ledge to ledge, but beware of ravens. If one hits you, you may fall onto the spikes.

STAGE 3-1

A HIDDEN TREASURE ROOM

Throughout Super Castlevania you can find hidden rooms filled with treasures of Hearts, Coins, weapons and Pork Chops. This room may be the easiest to find. Whip the blocks of the wall, let them fall, then move forward. Once inside, collect the treasure, but also watch out for the bat. Visit this room each time you begin Stage 3 to prepare for the long journey ahead. To find other hidden rooms in later stages, Whip blocks and experiment with hitting candles and enemies or leaving them untouched.

RUNNING THE GAUNTLET

This stretch is one of the most challenging in the game. Not only must you make daring Whip Swings from one ledge to another, you must also avoid a school of Mermen at the same time. Don't be fooled by underwater ledges. At first you might not see them and think you are trapped. Move as fast as you dare!

The Whip Swing maneuver is never easy, but in this area you come under attack while attempting it. If an enemy is in front of you as you swing, don't let go. Keep swinging.

THE WATERFALLS

Simon must climb this tall cliff in leaps and bounds, and by using his Whip to swing across chasms. Extend or shorten the Whip so that Simon swings over a ledge where he can safely drop down. Also be aware of gaps when passing behind waterfalls. The footing can be treacherous here.

MERMEN IN THE MOAT

Mermen leap from the water and spit streams of poison at Simon. They have a long range so it is best to attack as soon as you see them. Don't give them a chance to attack you! Move quickly to the first stone ledge, then wait for several blocks to fall. The next ledges are made of crumbling stone, so hop over them.

STAGE 3-2

STAGE 3-3

FALLING STONES

Near the end of the cave you will encounter a new danger. Huge stones hanging from the ceiling begin to quiver as Simon approaches. In a second or two they crash to the floor and splinters fly off. If Simon is hit by the stone or the splinters, he will be damaged. Stop at a distance and wait for the stone to fall before pressing forward. Sometimes there are several stones in a row. Wait for all of them to fall before moving on.

MULTIPLE SHOTS

Just as in Castlevania III, you can obtain multiple shots by destroying ten enemies in a row using a special weapon. If you switch weapons, though, you'll have to start over again. Once you've defeated the ten enemies, the multiple shot block will appear in the next candle that is struck.

Defeat ten enemies with a special weapon and hit the candle with that same weapon.

Hit the block that appears to get the Double Shot for your current special weapon.

BOSS

THE TOWER OF FEAR

The path now turns upwards as Simon must climb the tower past bone dragons, skeleton knights and other vile creatures. Again you must use the Whip Swing to reach dangerously narrow platforms. Attack as many enemies as you can from below. Your main danger is being knocked off a ledge into the abyss. Take your time. You can't afford a mistake here.

DUO DRAGONS

Upon reaching the top of the tower, a flood fills the floor below and the twin-headed Orphic Vipers appear from the left. The dragon heads shoot blue flames and balls of fire as they bob and weave. Stand on the middle platform and attack the heads when they come in to range. When the triple fireballs come from below, jump up to avoid them.

Standing on the middle ledge gives you the best shot at the dragon heads. Jump up to avoid the triple fireballs launched by the bottom dragon.

One dragon head disappears when half the Enemy Life Meter is drained. Attack the remaining dragon from the left edge of the middle platform.

TERROR-IFIC TACTICS

The best strategy in Super Castlevania is to master all the moves and tactics so you never become stuck for long in the later stages. If one tactic doesn't work, try another. Sometimes all you need to pass an area is a simple maneuver. For instance, if you jump to a ledge and a bat always knocks you off, maybe you should press the Y Button at mid jump. If you hold Y, the butt of your Whip acts as a guard, protecting you from attacks at the level of the Whip.

SPECIAL WEAPON UPDATE

The same five special weapons that you used in previous Castlevania adventures are available in Super Catslevania IV, but they play a smaller role. The new versatility of the Whip reduces the importance of many of the special weapons. Stopping time with the Watch is still particularly useful in areas where you might get knocked off into an abyss. The powerful Boomerang is great for battling big monsters.

When enemies attack you in vertical areas, you might take the big fall and lose a life. Use the Watch to stop time and keep enemies from ruining your day.

The powerful Boomerang can inflict twice as much damage on opponents because it will hit them both coming and going. Use it against major foes.

RESETTING THE CANDLES

Besides finding hidden rooms, you can stock up on Hearts, Bags of Coins, Pork Chops and other items by resetting Candles in some areas. In areas that scroll to a certain point before switching to another scrolling segment of the same stage, you can reset a Candle. Simply go past the point of the screen scroll, then return. Make sure you use this technique only in stages with lots of extra time. The technique won't work once you've passed on to the next stage, say from 1-2 to 1-3, because you can't return to an earlier stage without losing a life.

Once you hit a Candle and take the item that appears, you can reset the Candle. Go beyond the point of the stage where the scroll stops and switches to a new scroll, then return to the first area.

STAIR JUMPING

In Castlevania IV there are two special jumping techniques—one for jumping on stairs and one to jump through them. To land on a step, press Up, hold it, then jump onto the stairs. Simon will land safely on a step and continue upward. You can jump down through a set of stairs while standing on a step by pressing Down, holding it, and pressing the B Button to jump. Before jumping through a stairway, make sure that there is solid ground below.

Normally Simon would fall through the stairs if he tried to jump on them. By pressing Up, and jumping, he can land safely on a stairway.

VANISHING FOES

Have you ever been in an area where the enemy just seems too tough to beat? Maybe it is. Maybe there's an easier way to get rid of it, like making it simply vanish from the game. When you want to make a creature vanish, scroll backward out of the area in which that enemy appears. Now when you return to where the enemy was, it will be gone. This technique won't work against all creatures, but where it works once it will work over and over, making difficult areas much easier to pass.

THE FINAL TIP

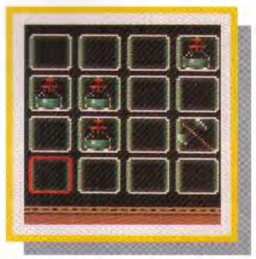
In the final stage, you'll want to be at your best for Dracula. There is a hidden place where you can fill your energy, plus get a Triple Shot and a ton of Hearts before you visit the Count. From the ledge on the right, jump to the left where there is an invisible ledge. Go to the left edge, collect the items, then prepare to meet the Prince of Darkness.

SUPER CASTLEVANIA IV

BUMMING WITH THE BELMONTS

So, you want to hang out with that fun-loving Belmont clan on their latest and greatest drive to stamp out involuntary blood donorism. Good for you. Grab some garlic and the pictured passwords to make the journey easier. Leave the player name blank.

TOP SECRET PASSWORDS · DEC. 1991 · SUPER NES · KONAMI · ACTION · NINTENDO PLAYER'S GUIDE



STAGE 4

In the middle of this stage is a revolving room. Jump and whip the ring in the center of the room, then dangle as the room turns. Drop onto the platform and whip the Medusa heads, then dangle again. The room will spin once more and a bridge will appear.

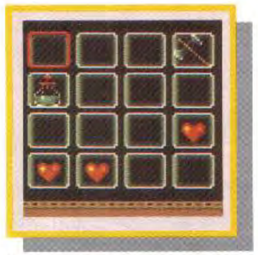
STAGE 8

Dracula's dungeon is one of the creepiest places in Transylvania, and that's saying something. Traps of all sorts are set to snag the unwary, and an assortment of fiends like the Bone Dragons lie in wait. At the end is a reanimated gentleman who answers to the name, Frank.

STAGE A

The spinning gears of the clock tower are enough to make anyone call time out. One missed step may result in your hero greasing the wheel in a very unpleasant manner. The Mummy at the top isn't difficult to beat. Mount your attack from the left ledge and the middle of the clock.

Look for opportunities where you can attack an enemy from below in complete safety.



FINAL STAGE

Stage B is the finale, but it is divided into two major areas. First you'll have to reach the last tower, then race ahead of a giant wheel. After a dangerous climb, you'll find three boss characters who are itching for a fight. The second part is Dracula's chamber, the final battle, and the end of the game.

You'll have to fight your way past the skeletons and many other dangers to reach the three guardians high in the castle.

The Dinosaur Knight has a predictable pattern. Learn it and live!

The Gargoyle, the second of Drac's guardian fiends, has a jumping, swooping attack. Attack it when it's in the air.

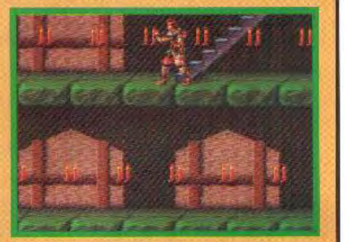
The Reaper is vulnerable from an angled attack. Just remember to dodge the sickles or destroy them with your Whip.

HIDDEN AREAS

Always keep on the lookout for secrets. Hidden Rooms can make the difference between a successful outing and the premature loss of a precious Belmont life. The Whip is the key to discovery. Whip everything.

In Stage 3-1, look for this double row of blocks. It opens the way to treasure.

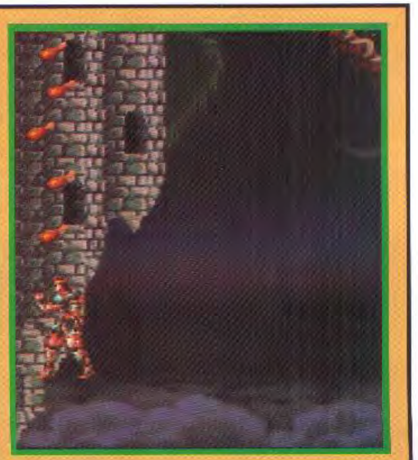
Whip down on this section of floor in Stage 6-2 to open up a second treasure room.



This room in 9-2 holds much wealth. Look elsewhere for even more Hidden Rooms.

PREPARING FOR DRACULA

Before facing the Prince of Darkness, you should think about getting Powered-Up. Fortunately for you, the game provides the perfect solution. Jump onto an invisible platform as shown and fill up on Power-Ups at the far left. Now you'll be ready to deal with Drac.



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KID DRACULA™

A new Game Boy title from Konami pits Kid Dracula against an evil magician who has bewitched the other sorcerers in the kingdom. The Kid has a few tricks up his sleeve, but at the outset he can use only one magic ability. He remembers how to use others as he completes each of the eight levels. The single-player, password game also has two sub-games that let adept players earn extra coins and 1-Ups.

GET THE KID OUT OF THE COFFIN

As the story begins, Kid Dracula, who is snoozing the day away, is suddenly awakened by a loud crash. He swings open his coffin lid to find his butler standing over him, waiting to give him the bad news. It seems that while the Kid slept, his archenemy, Garamoth, had gained control of all of the sorcerers in the kingdom. "No problem," thinks Kid Dracula, as he asks his butler to bring his father's cape. Before Kid departs, the butler reminds him to make good use of the five magic weapons left him by his father. "Five weapons!" thinks the Kid. "I just remember one, the Bat Weapon. Oh well, I'm sure I'll remember how to use the others in due time."

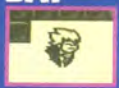
MAGIC WEAPONS

Long ago, Kid Dracula's father taught him the special skills necessary for using six magic weapons, but while he slept, he forgot much of what he learned. He can use the Bat Weapon but can't quite recall how to use the others. As he progresses through the first several stages, he'll remember how to use the rest. To choose a weapon, press Select until the one you want displays on the screen. To use a weapon, hold B until Kid flashes, then release. Each lasts only briefly, but the number of uses is unlimited.

NORMAL

The Kid is always armed with the Normal Bullet. Even when you select one of the Magic Weapons, he will fire this if you tap, rather than hold, the B Button.

BAT



At least Kid Dracula remembers how to become a bat. When you release the B Button, the Kid wings along for five seconds.

BAT ATTACK

When the Kid calls for a Bat Attack, a bunch of little bats will circle once then return to him. As they make their orbit, they clear out enemies in the area.

UPSIDE DOWN

Upside Down magic temporarily inverts gravity, allowing the Kid to walk on the ceiling and attack from there. Press Select to reverse the effect of the spell.

HOMING MISSILE

Hold the B Button until Kid flashes, then release it to send a group of Homing Missiles out to seek and destroy enemies. Learn to use it at the end of Stage 1.

THE UMBRELLA

The Umbrella is an excellent defensive Magic Weapon. You can't attack anyone while carrying it, but it's great protection against a rain of enemy fire.

BOMB

The Bomb, which the Kid can throw, explodes on impact with solid objects and causes damage in a wide area. It's especially useful for blasting through walls.

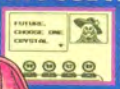
SHOP 'TIL YOU DROP

An interesting feature about this game is that it has two sub-games that let you increase your coin collection or earn 1-Ups. This is especially helpful because, even though you have unlimited continues, they don't let you add to your life meter. At the end of each stage, you can either try to multiply the number of coins you have in the Gambling Palace or try for extra lives in the Crystal Room. In the latter, a fortuneteller asks you to choose one of four crystal balls, each a different game of chance.

GAMBLE THE GOODS

Step right up. Make your picks and watch the wheel to see what numbers it names.

CHOOSE A CRYSTAL



The fortune-teller shows you crystals then shuffles them. Keep your eye on the ball.

BURST THE BUBBLES

Game D yields lots of 1-Ups. If you're correct in identifying D after the shuffle, you'll have the chance to spring up and pop balloons, some of which hold 1-Ups.

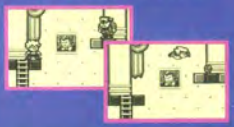
DRACULA'S CASTLE

COIN CACHE

Go back and forth in the first area to collect lots of coins. At the end of the stage, play Jump & Pop several times to collect 1-Ups.

BE A BAT, DRAC

Select "Bat" and hold the B Button until Kid Dracula flashes. When he becomes a Bat, he can fly to reach areas that he can't jump up to.



FIGHT THREE GENERATIONS

Fight father, son and grandfather Goblins to finish the stage. Select the Normal Weapon, hold and release B to throw big fireballs at them.

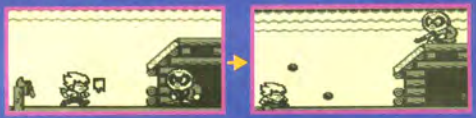
THE FOREST

GET SOME AIR

Some bridges in the Forest disappear from underfoot unexpectedly. Quickly transform into a Bat and take to the sky to reach solid ground.

DO A DOUBLE TAKE

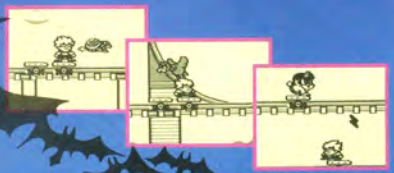
Don't be too quick to approach the cozy-looking cabin. A mean-spirited Forest guardian lives there. First he emerges to attack with an ax, then, just when you think it's over, he returns with a rifle and fires from the roof. Duck to avoid his first volley and jump the second.



THE ROLLER COASTER

THE KID'S ROCKIN' & ROLLIN'

This Roller Coaster is no regular carnival attraction. Lots of low-flying enemies try to knock Kid off his cart—if he falls, the ride's over. Power-up the Normal Weapon to wipe out turtles but switch to the Homing Missile and use it to attack the cloud that shoots lightning.



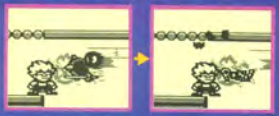
JUST A BIG CHICKEN

At the end of Stage 3, you'll to fight a humongous hen that hovers overhead. Stand in the middle under it and attack with Homing Missiles.

THE FLYING SHIP

CALL OUT THE BAT PACK

The fire's flying here. Select the Bat Attack and use it to keep firebombs from hitting Kid Dracula, then switch to Homing Missiles to blast the baddie on the broomstick.



DOUBLE YOUR DISPLEASURE

Stage 4 has two bosses. First, the bad guy is back on his broomstick. Stand in the center under him and fire Homing Missiles. The second boss is a huge Robot. His only vulnerable point is his eyes, so you'll have to use Upside Down magic to attack him there.

THE SKY ELEVATOR

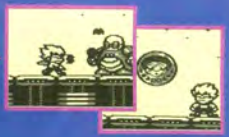
HOP TO IT, KID

As you hold B and use Missiles, keep moving up the platforms so you won't be scrolled off the screen.

A TRIPLE THREAT

You'll meet a huge robo-lizard at the end of Stage 5, and he packs a mean punch. When he pauses, duck quickly.

Stay near the center and use the Bat Attack when he comes near. Duck when he jumps. When you knock his big suit off, you'll have to fight two smaller versions.



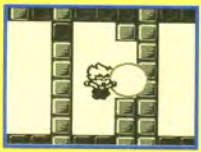
THE FINAL STAGES

By the end of Stage 4, Kid Dracula has remembered how to use all of the Magic Weapons that his father had showed him years earlier. He'll use them all as he tries to complete the final three stages of the game.

MAGMA ROAD

You'll use Upside Down magic several times as you try to avoid the fireballs that shoot up out of the lava pools.

THE CAVE



Use Bombs to blast away the light colored blocks in the Cave. Jump to blast through the moving walls of blocks in the second area.

GARAMOTH'S PALACE

Wicked Garamoth has a palace that's as evil as he is.

In the days of old, the people thrived on peace and prosperity. Indeed, fears of unrest were not among their thoughts...

Ever-present, however, is the underside of tranquility, evil. An evil which spurns prosperity and disdains peace. Gather they did, those who wished to summon the powers of darkness and cleanse the decadence of the world. And, with smiling countenance, they anxiously awaited the coming of their era.

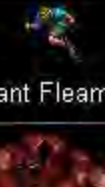
A hundred years had past, and he was resurrected. Able to become bat, wolf, or mist at will, he lived in the night. He drank the blood of young maidens and lived an eternal life. The lord of Demon Castle, the God of evil, Count Dracula was reborn.

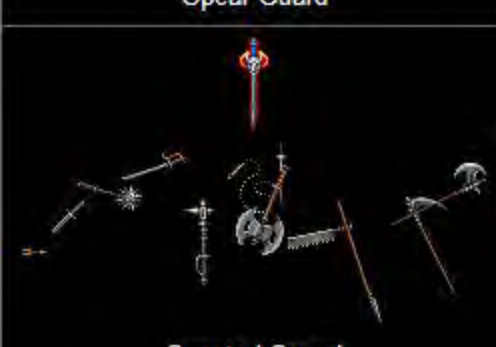
Released on October 29th, 1993 for the Japanese PC Engine (TurboGrafx-16), Castlevania: Rondo of Blood is one of the last of the original 2D side scrolling games of the franchise. It is set in the year 1792, as Dracula has been revived by the dark priest Shaft. After building up his demonic forces, he sets out to destroy the village inhabited by Richter Belmont. Dracula's minions kidnap Richter's girlfriend Annette Renard, along with her younger sister Maria, and two local villagers, Tera and Iris. Wielding the legendary whip of his ancestors, the Vampire Killer, Richter heads off toward Castlevania on a mission to rescue all those that Dracula has kidnapped, and to destroy the Count before he can cause any further damage to the innocent.

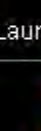
Rondo of Blood was to be released in North America for the Super Nintendo, however plans changed and instead Konami released Castlevania: Dracula X, and that game was a disappointment for fans of the series. Dracula X had a different storyline which did not include important characters from Rondo of Blood like Shaft, and the castle layout was different. Rondo of Blood finally made it to the U.S. in 2007 when Konami released Castlevania: The Dracula X Chronicles for the PSP, which included both the original and a remake of Rondo, as well as its direct sequel, Castlevania: Symphony of the Night.

There are a total of 12 stages in Rondo of Blood, and you have to go through at least 8 of them. Just like in Dracula's Curse, you have your choice of which path to take to reach Count Dracula. When you rescue Maria Renard, you have the option to play as her, and you can alternate between she and Richter when needed. Richter and Maria each have their own separate Sub-Weapons, with the exception of the Stopwatch, which can be used by both. The castle design of Rondo of Blood is one of the greatest of all the 2D side scrolling Castlevania games, and the soundtrack is magnificent. Castlevania: Rondo of Blood is a challenging adventure with a great storyline, and was well worth the 14 year wait it took to bring the game to the U.S. on the PSP. Rondo of Blood was also released for the Nintendo Wii Virtual Console on March 15th, 2010 in its original Japanese version.

Richter Belmont	A member of the legendary Belmont clan, in Dracula's eyes Richter is guilty by association, and he kidnaps Richter's girlfriend Annette, along with her sister Maria, and 2 other villagers as a plot of revenge toward the Belmonts.
Maria Renard	Maria was taken along with her sister Annette, by Dracula's evil minions. She is held in the Entrance to Castlevania stage. When rescued, Maria becomes a playable character in the game.
Annette Renard	Richter's girlfriend, the lovely Annette Renard was kidnapped by Dracula in order to gain revenge on the Belmont clan by luring Richter to Castlevania to destroy him.
Tera	Tera is a nun who was also kidnapped by Dracula's dark forces. She is held captive in a cave within the Cemetery.
Iris	Iris is the daughter of a doctor from the town village. She too was taken captive and is imprisoned in the Mountain Range.
Ferryman	The Ferryman will take you over the larger areas of water on the Lake Bridge and Mountain Range stages.
Death	Dracula's most loyal and trusted servant, Death. Richter encounters Death at the beginning of the game, and meets him again in the Ghost Ship stage for an epic battle.
Shaft	Shaft is a dark priest who revives Dracula to unleash his evil upon all.
Dracula	After being revived by Shaft, Dracula kidnaps 4 women because he knows that Richter Belmont will set out alone to rescue them, and he has his minions standing by to aid in the defeat of Richter in order to gain revenge on the Belmont clan.

Enemy	Location
Ape Skeleton	Stage 1: Village Ruins
Armor Lord	Stage 2': Lake Bridge, Stage 5': Hidden Docks
Axe Armor	Stage 2: Entrance, Stage 4: Inner Halls, Stage 5': Hidden Docks
Axe Lord	Stage 4: Inner Halls, Stage 5': Hidden Docks
Bat	Stage 1: Village Ruins, Stage 2: Entrance, Stage 3': Cemetery, Stage 4': Mountain Range, Stage 5': Hidden Docks
Behemoth	Stage 2: Entrance
Black Crow	Stage 2: Entrance, Stage 2': Lake Bridge, Stage 5': Hidden Docks
Blade Master	Stage 5: Ghost Ship
Blade Skeleton	Stage 1: Village Ruins, Stage 2': Lake Bridge
Blood Skeleton	Stage 4: Inner Halls
Bone Archer	Stage 5: Ghost Ship
Bone Golem	Stage 2': Lake Bridge (boss), Stage 3: The Chapel
Bone Musket	Stage 5: Ghost Ship
Bone Pillar	Stage 2': Lake Bridge, Stage 3: The Chapel, Stage 3': Cemetery, Stage 4: Inner Halls
Bone Spear	Stage 4': Mountain Range
Cyclops Worker	Stage 4: Inner Halls
Ectoplasm	Stage 1: Village Ruins
Fishman	Stage 2: Entrance, Stage 2': Lake Bridge, Stage 4': Mountain Range, Stage 5': Hidden Docks
Flail Guard	Stage 5: Ghost Ship
Fleaman	Stage 3: The Chapel, Stage 4: Inner Halls, Stage 4': Mountain Range
Flea Rider	Stage 5: Ghost Ship
Floating Eye	Stage 2: Entrance, Stage 4: Inner Halls, Stage 5': Hidden Docks
Frog	Stage 4': Mountain Range
Gargoyle	Stage 2': Lake Bridge
Ghost	Stage 3: The Chapel
 Giant Fleaman	Stage 3: The Chapel
Giant Rock Fighter	Stage 1: Village Ruins

Enemy	Location
Grave Keeper	Stage 3': Cemetery
Harpy	Stage 7: Clock Tower
Hawk	Stage 4': Mountain Range, Stage 7: Clock Tower
Mace Knight	Stage 5: Ghost Ship
Medusa Head	Stage 3: The Chapel, Stage 5': Hidden Docks, Stage 7: Clock Tower
Medusa Head	Stage 5': Hidden Docks, Stage 7: Clock Tower
Mudman	Stage 3': Cemetery
Mutant Bat	Stage 7: Clock Tower
Panther Skeleton	Stage 7: Clock Tower
Paranthropus	Stage 3: The Chapel
Phantom Skull	Stage 5: Ghost Ship
Skeledragon	Stage 3': Cemetery, Stage 4: Inner Halls
Skeleton	Stage 2: Entrance, Stage 3: The Chapel, Stage 3': Cemetery, Stage 4: Inner Halls, Stage 4': Mountain Range, Stage 7: Clock Tower
Spear Guard	Stage 3: The Chapel, Stage 5': Hidden Docks
 Spectral Sword	Stage 5: Ghost Ship
Spider	Stage 2': Lake Bridge
Spine	Stage 4: Inner Halls
Spinning Picture	Stage 5: Ghost Ship
Stone Rose	Stage 1: Village Ruins
Sword Lord	Stage 7: Clock Tower
Three Eyed Skull	Stage 3': Cemetery
Tombstone	Stage 3': Cemetery
Water Skull	Stage 7: Clock Tower
Were Skeleton	Stage 7: Clock Tower
Zombie	Stage 2: Entrance
Zombie Hands	Stage 3': Cemetery

Boss	Location
Bone Golem	Stage 2: Entrance, Stage 2': Lake Bridge
Carmilla	Stage 4: Inner Halls, Stage 4': Mountain Range
Death	Stage 5: Ghost Ship
Death (2nd form)	Stage 5: Ghost Ship
Dogether	Stage 3: The Chapel, Stage 3': Cemetery
Dracula	Stage 8: Count Dracula
Dracula (2nd form)	Stage 8: Count Dracula
Dullahan	Stage 4: Inner Halls, Stage 4': Mountain Range
Frankenstein	Stage 5': Hidden Docks, Stage 6: Marble Gallery
 Laura	Stage 4: Inner Halls, Stage 4': Mountain Range
Medusa	Stage 5': Hidden Docks, Stage 6: Marble Gallery
Minotaur	Stage 3: The Chapel, Stage 3': Cemetery
Mummy	Stage 5': Hidden Docks, Stage 6: Marble Gallery
Phantom Bat	Stage 5': Hidden Docks, Stage 6: Marble Gallery
Shaft	Stage 5': Hidden Docks, Stage 6: Marble Gallery
Shaft's Ghost	Stage 7: Clock Tower
Water Dragon	Stage 1: Village Ruins
Werewolf	Stage 2: Entrance, Stage 2': Lake Bridge
Wyvern	Stage 1: Village Ruins

========== PC Engine Akumajo Dracula X : Rondo of Blood FAQ ver 1.0 ==========
Written by TyRaNiD copyright (c) 1999

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2) Game details
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5) Endings.
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1) Introduction

Ever since I saw this game in the UK computer magazine Edge Ive always wanted a copy. Unfortunately due to it only being released in Japan and not owning a PC Engine Super CD-ROM system I could not play it. Now due to the wonders of emulation it is now possible (with a bit of hard cash) to get a copy and play it on your PC. I am a die hard castlevania fan ever since the first one was released on the NES all those years ago and this is one of the best CV games in existance. As there does not seem to be a walkthrough / guide to the many secrets in this game I have decided to write my own, for everyones benefit (and just so I dont forget).

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2) Game details.

Name : Akumajo Dracula X : Rondo of Blood.

Developer : Konami

Year : 1993

System : PC Engine Super CD-ROM2

Gameplay : Standard castlevania game with alot of levels and secret paths.

Levels : 13 containing 4 pairs of alternative levels.

Difficulty : The game is not one of the most difficult CV games around however it is more difficult than CV4 on the SNES. However due to the fact that there is no level time limit you can take each level as slowly as you want.

Objective : The primary aim of this game is to kill Dracula. However there is a sub plot which you need to fulfill to complete the game properly. This is to save all the prisoners in Dracula castle and of course it is also a good idea to find all the level exits. 7 levels in the game have both a normal

exit (which is easy to find) and a secret exit. The secret exit will take you to an alternative level.

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3) Characters

Playable characters

Special Notes

One feature of this game (along with SNES Dracula X and PSX Dracula X) is the item crash. When you have a weapon and the heart meter is flashing green you can press select and a special attack will occur. This differs between weapons and so does the amount of heart points used.

General Moves :

These moves are applicable to both Richter and Maria

Walk : Press left and right on the joypad.
Attack : II button.
Jump : I button.
Item crash : Select button
Fire weapon : Up + II button.
Pause : Run button.
Jump on stairs : Hold up when over the stairway.
Drop off stairs : When on stairs hold down and press jump button.

Richter Belmont / Belmondo

Main weapon : Vampire killer whip. This always starts off as a morning star unlike previous version. It also cannot be upgraded.

Extra weapons : As always there a extra weapons which are usually critical to successfully completing the game.

Axe : When fired this weapon will fire in an arc above you. It is quite powerful and useful for hitting enemies and lamps / candles above your position You have to be quite accurate in its deployment however as it is sometimes easy to miss. USAGE : 1 heart.

Item Crash : A ring of axes will appear around Richter and go slowly out. Ive not found this crash to be very useful against bosses but against and large numbers of enemies it can be. USAGE : 10 hearts.

Knife : While this weapon has never been very good in my mind however Konami have improved it somewhat. Now when fired richter throws 3 knives instead of one. Still a weak weapon. USAGE : 1 heart.

Item Crash : Richter throws a barrage of knives straight ahead. Only useful on bosses which stay more or less still (very few). USAGE : 10 hearts.

Boomerang / Holy cross: Proably the best weapon in the game. When fired it will

go only a short distance but it is a powerful weapon and will come back to richter for a second hit. If fired at the right distance the boomerang will hold for a brief moment on the enemy. This will cause the most damage possible.
USAGE : 1 heart.

Item Crash : A crucifix will appear in the middle of the screen then multiple crucifixes will rise up from the bottom hitting anything in their path. This has good range and can cause alot of damage. One of the best Item Crashes.
USAGE : 15 hearts.

Holy Water : This weapon is normally overlooked with good reason. At least it has been improved from the original weapon. When fired a bottle will decend down from richter at about 45 degrees hitting anything in its path. When the bottle hits a floor it turns into a green flame which burns away from richter causing more damage. However the damage is not very good and the weapon is generally not much good for bosses. USAGE : 1 heart.

Item Crash : A rain shower of holy water fills the entire screen. Causes good damage and has good range. Shame about the hearts required to use it.
USAGE : 20 hearts.

Stopwatch : I wouldnt bother with this weapon at all. It has no effect on bosses and only slow enemies down instead of stopping them like in previous CV games, For the hearts it takes it is useless. USAGE : 5 hearts.

Item Crash : 12 stars appear on screen and destroy everything about. Powerful but very wasteful of hearts. USAGE : 30 hearts.

Holy Book : This weapon creates a book and pages which circle Richter and damage anything it comes in contact with. USAGE : 3 hearts

Item Crash : Sends a load of pages forward from Richter in a circle destroying anything in it way. USAGE : 10 hearts.

Key : Used to open locked doors once only. USAGE : None.

Item Crash : Try it and find out. Just dont do it on a moving platform over water as you will proably die :) USAGE : 1 heart.

Extra Moves :

Whip item crash : When Richter has no weapon and the heart meter is flashing green then doing an item crash will cause Richter to jump forward and fire a large flaming whip. Unlike other versions this only lasts for one attack.

Backwards walk : Press and hold the attack button and you can walk backwards. This is useful to move away from an enemy while getting ready for an attack.

Double jump : When walking backwards or standing still if you quickly press the jump button twice this will make Richter do a backwards double jump. Useful to get away from enemies.

Maria Larnedo

Main weapon : Doves. You can fire up to two doves at the same time forward. These are quite powerful and will follow Maria when returning so it can be

used to get some enemies which are more difficult with Richter. They also can be fired when moving.

Extra weapons :

Birds : When fired two red birds will fly above Maria in opposite direction. Not very powerful. Only useful for hitting enemies above Maria wich cant be reached with the doves. USAGE : 1 heart.

Item Crash : A pheonix decends from the top of the screen and picks Maria up. Then a shower of fire balls drop from the sky on any enemy on the screen. Quite a powerful weapon much like Richters holy water item crash.
USAGE : 20 hearts.

Cats : Maria will fire a small white cat onto the floor. It will jump about over platforms for a couple of seconds hitting anything in its path. Not particulily powerful and can only be used against enemies on the ground.
USAGE : 3 hearts.

Item Crash : A big white cat appears and picks up Maria. This the appears on the same level as the enemies and hits them once. This is resonably powerful and can hit a boss at any point on the screen. USAGE : 20 hearts.

Dragon : Maria will fire a small dragon which goes slightly above her head and then straight on. This is marias most powerful weapon but unfortunately takes alot of heart points. USAGE : 5 hearts.

Item Crash : A big dragon sweeps across the screen causing considerable damage. This is reflected in the ridiculus heart usage. USAGE 50 hearts.

Turtle Shell : Maria will create a big blue turtle shell which covers her and acts as a shield. However this severly resicts her movement. Most enemies cannot penetrate this.To get out of the shell press up + attack. USAGE : 3 hearts.

Item Crash : A big turtle will appear from the back of the screen and attack any enemies on the screen. USAGE : 10 hearts.

Song book : Maria will sing and cause musical notes to float across the screen damaging anything thy come into contact with. USAGE : 3 hearts.

Item crash : About 12 musical notes appear on screen. They stay there for a brief period of time and will damage anything they come into contact with.
USAGE : 10 hearts.

Bird Egg : Maria will drop a birds egg. It will break open and aload of birds will fly upwards and attack any enemies in their way. USAGE 3 hearts.

Item Crash : The egg will break open and a ring of birds with a red bird in the middle will appear and fly off attacking any enemy in their path. USAGE 5 hearts.

Key : Used to open locked doors once only. USAGE : None.

Item Crash : Try it and find out. Just dont do it on a moving platform over water as you will proably die :) USAGE : 1 heart.

Extra moves :

Double Jump : If you press jump when Maria is already in the air she will jump a second time. Useful to reach high places and avoided bits of levels.

Slide : Press the jump button when ducking. It will make maria slide across the screen on her chest beating her arms (a temper tantrum ??). Diagonals will make her roll.

Alter-Ego Attack : Press down, up , down-forward and attack. Maria will project her alter-ego forward, causing major damage. Can be used in mid-air. If you are using the keyboard to play and is having problems doing this move, try using the hadouken motion (quarter circle forward) instead of the down-forward key.

What character to use ?

Both Richter and Maria have different abilities and so one is normally better suited to some situation than others. Richter relies on his high energy and better weapons to get through a level. He is less prone to damage and does not get knocked back as far as Maria does. Maria has a much lower amount of energy and if she gets hit she will normally be throw back a long way. However she is alot faster and has a more powerful main weapon which can be used to get out of tight situation. Also maria is smaller and can duck under ememy projectiles and the like. A couple of bosses are also easier to kill with maria (especially the headless Knight). Basically it seems to me that Maria is a good character for the beginner and Richter is a challenge once you have mastered the game.

Non Playable characters

Annette : Richter girlfriend. She has been locked up by Dracula obviously for a snack.

Iris : Another prisoner. I have no idea who she is.

Tera : Another prisoner. Again no idea whats her story.

Dracula : The evil guy your here to kill.

Items

Food : There are three types of food available and depending on the size depends on how much energy you recover. If you already have full health you will receive 1000 points instead.

Pendant : A cross-like pendant which detroys everything on screen.

Money bag : This gives you points and cash to spend on viewing the boss movies. Their value depends on the colour.

1UP : Gives you an extra life. If you complete a level with full health you will be awarded a no damage bonus of a extra life.

Potion : Makes you invincible for a short period of time.

Heart container : Increases your heart level.

==========

4) Level strategy/secrets guide.

This section will give a brief description of the levels and contains the location of secret exits and some strategys for the more diffcult areas in the levels. If you do not want to know the locations of the exits or the prisoners then dont read this section.
Note that the level names except for the Prologue are made up by me as I cant read Japanese. If anyone knows what their proper names are then please email me and ill correct them.

-= Level 0 : Prologue =-

As Richter is riding towards the town of Veros the Grim Reaper appears to stop him. Not much to say about this level as it only takes two hits to break deaths scythe and get rid of him. If u cant do this level then give up now ..

-= Level 1 : Town of Veros =-

You shouldnt have much trouble negotiating this level. Areas to watch out for are the skeletons throwing flaming barells, and the green skeleton which jump out of a window at you.

Alternative exit : After the area where skeletons are jumping out of windows at you you will go down a set of stairs. In this area on your right there is a small pool of water. Attack the wall on the other side of the water and it will break open and a large heart will appear. Jump over and collect it. Now jump up and attack left. The wall will break away and you can walk through.
Follow this round until you find a moving platform. Drop into the pit below it and you will reach a new area. Goto the right hand side of the room and attack the wall. Exit through that area, You can goto the left as well but you will just face a big plant and there is nothing worth getting in the room.

Boss : Wyvern.
Alternative boss : Serpent.

-= Level 2 : Entrance to the demon castle =-

This is the typical first level in the any castlevania game. It is basically a repeat of the first level of the original Castlevania. However the main difference is that at one point a massive dead bull chases you across the screen. When this happens make sure that there is no ghouls appearing in front of you over the holes in the floor unless you want to go to the alternative exit. This area also contains the key to open Marias locked room. It is in the third candle after the bull starts chasing you. Make sure you dont pick any other weapon up in this time overwise you might loose the key. When you reach the mermens lair,

two areas away, go all the way to the right and use the key on the locked door. After you have watched the animation you can change to Maria whenever you die.

Alternative exit : When the bull is chasing you drop down one of the holes in the floor and you will appear in an underground water area. Battle the masses of enemies to reach the boss.

Boss : Werewolf
Alternative Boss : B. Golem ??

-= Stage 2' The aquaduct =-

Watch out in the first areas of this level for crumbling platforms. Sometimes the bridge will just give way and you can fall through. Also watch out for the winged demon statues which come to life in the second area. This level should really be that much of a problem for most players.

Alternative exit : In the second area with the winged demon staues drop down the hole in the bridge just before the third statue. You will drop onto charons river boat. He will take you across the water to the exit. This bit can be very irritating to play as the mermen which jump out of the water can easily knock you to your death in the water. Stand at the back of the boat and attack each one which appears in front of you. This scene is quite long as well.

Alternative exit 2 : When you come down the stairs from the area with the winged statues on the next screen just before you go back upstairs again you will see another
platform on the right hand side. Jump across the water and continue until the end to get to the exit. NOTE : this can only be reached with Maria.

Boss : Werewolf
Alternative Boss : B. Golem

-= Stage 3 : The chapel =-

Alternative exit : Keep going through the level as you normally would but dont fall down any pits as this will stop you from getting to the secret exit. Eventually you will reach a room with loads of candles. At the end of that room kill the jumping jack enemy and youll see two lifts, one of which has a big rock over it. Jump on the lift with the rock to raise the other lift up. Jump on the other lift and keep attacking
the rock. After 3 to 4 hits the rock will break and your lift will be propelled upwards
to the alternative boss. If you find you cant hit the rock anymore just jump on the other
lift again to raise it back up.

Boss : Minotour.
Alternative Boss : Dogether.

-= Stage 3' : The Cemetery =-

There is a secret weapons room on this level just as you start. If you go up the hill type area at the start, the one with grave stone on the top. If you walk next to the grave stone from right to left you will notice the stone moves. If you keep pushing eventually you will fall into a new room. This room contains weapons for you to collect and also a 1UP.

There is a prisoner on this level. At the end of the first area there is a door above and a wall below. If you destroy the wall and go to the next area you will see the end of a red staircase. Go down it and you will save a prisoner.

Alternative exit : Go through the level until you find the area with spiked balls

on chains moving up and down. Attack the chains just above the spiked ball on the second one. The ball will drop drown to the next level. Go back down a level and you will find a new hole has appeared in the floor. Drop down the hole to the alternative exit. Note however that there is the spiked ball at the bottom of the hole. Im not sure you can avoid it so make sure you have enough health.

Boss : Minotaur.
Alternative Boss : Dogether.

-= Stage 4 : The main hallway =-

Alternative exit. The way to the exit is in the area with the swinging spiked balls. When you reach the section where there is a spiked ball and platform on chains go to the right side next to the large wall and attack the bottom block of the wall. You will see a bomb there so attack the fuse and it will blow up detroying the wall and allowing you access to the secret area.

Boss : Dullahan.
Alternative boss : Carmilla.

-= Stage 4' : The water vein =-

The most annoying enemies on this stage are the frogs. They can be difficult to hit so try and get them before they have a chance to move. The first major secret on this level is a prisoner. I dont know what her name is but if anyone can enlighten me then be my guest. To get the prisoner first go to the second area. You will find 2 small frog statues at the beginning and end of the area. If you hit the first one then goto the end hit the other and return on yourself you will find a bridge has been dropped. Go down and youll find the door to get the prisoner.

Alternative exit : In the second area you will see at the start a small waterfall with little rafts on them. Drop onto a raft and you will be propelled down a large incline. Some birds will appear. If you hit the box underneath them you will release hearts or weapons. Or u can just kill them. Skeletons will chase after you and will resurrect when killed so it might be a good time to get some points. Be careful at the end as you need to jump onto a platform without hitting the bird droppping the sign or getting hit by a skeleton behind you. Now you meet charon and his boat again. Jump on the boat and go to the other side of the water. Now you need a key. One way is to get it from killing the bats when you are going across the water. However that is very difficult to get and would proably get you killed, so jump back on the boat and charon will say something and hand you a piece of food. Do it again and he will throw you a key. Now go to the right avoiding and killing the bats and go through the door.

Boss : Dullahan.
Alternative boss : Carmilla.

-= Stage 5 : Ships graveyard =-

Secret and way of getting past the irritating floating weapons. When you come down the stairs into the area which the floating weapons are, at the bottom of the level you will see a steel girder underneath some of the floor. Go down to the left of if and destroy the two bits of floor above it. Now push the girder until the middle bit drops down the hole. Go to the other side of the girder and detroy the blocks situated
above the hole. Drop down and youll be in a secret area. You can destroy the engine

to get an extra life. Also if you are maria you can jump over the engine and slide under a small pathway. This will lead you up to a room with about 20 hearts in it. When you come out of the engine room you will have avoided the floating weapons enemy.

Be wary of the painting as if it touches you it will immediately kill you :/ Just keep
attacking it as it comes close and it should never touch you.

Boss : Grim reaper.

-= Stage 5' : Alternative ships graveyard ??? =-

Note : This stage seems to be only accessable after killing dracula.

This level seems to have two routes through. On the path which leads upwards you have a confrontation between two pretty hard knights. The other route is harder to tranverse
but there are no knights to greet you. There is no boss at the end of this level.

-= Stage 6 : Boss level =-

This level just consists of 5 bosses which each attack one after another. You must do it on one energy bar.

Boss 1 : Vampire bat. This is quite an easy boss especially with Maria as she can jump up to it and hit it with 2 doves each time. You shoudlnt need to lose any energy on this or use any heart points :/ Its two attacks are to fire a ball of fire at you which can be whipped away. The second attack is the bat turns itself into a big drill and attacks you on the floor. Both attacks are predicatable and easy to avoid, just keep hitting it. It will change into a load of hearts when it dies.

Boss 2 : Medusa. A bit more difficult but still quite simple. She has three main attacks. Pertify, jumping and whipping with her tail, and throwing 3 small balls which damage you if they touch. The petrify glare will pass over you if you duck or if your Maria whether you are ducking or not. For the jumping move she will stop moving for a second and then jump. When that happens just run in the other direction. The final attack is easy to avoid. Just whip the balls to get rid of them.

Boss 3 : Mummy.
Boss 4 : Frankenstein.
Boss 5 : Shaft.

-= Stage 7 : Clock tower =-

To get the Anette from her cell you must first pick up a key. On the first upwards area of the clock tower at the top youll find a door like wall on the left and a cog above it. Hit the cog until the door opens then go inside. You will find a bird with the key around its neck. Kill the bird and you have the key to open the door. The door is located two areas away on the left on the ground floor.

Boss : Shaft.

-= Final Stage : Dracula's tower =-

There is one small secret on this level. When you first go up the stairs jump just

under the doorway and hold up. You will land on some invisible stairs. This secret only contains money bags.

Boss : Dracula (duuh).

5) Endings

I think there are only two ending on this game, and neither are particulaily different from the other.

Ending 1.

You get this ending if you do not save all 4 prisoners. The first part is a movie like ending with Richter or Maria talking to Dracula. Then you get the credits.

Ending 2.

You get this ending if you save all the prisoners. The only difference ive seen is that you get pictures of the 4 prisoners when the credits role.

Is there anymore endings ??

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6) Cheats

Level select : Enter X-X!V''Q as your name at the load screen. You can now select any level you want.

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7) Other games in the series

If you liked Dracula X on the PCE CDROM these are most of the other games in the castlevania series. Most of them can be found on emulators and the roms on the internet. While I dont condone the illegal use of roms the very fact that most of these games cannot be bought from their original sources any more means that no matter how you argue it Konami are not losing out , sort of anyway. However to on a moral standpoint only pirate these games if you have no other way of getting them. Oh course you could wait for a couple of years in the hope of konami releasing a castlevania anthology ;)

-= SNES =-

Super Castlevania 4 / Akumajo Dracula (jp) : If you can get the Japanese version as this contains blood and religious icons which were removed in the US and Europe editions.

Dracula X / Dracula XX (jp) : Once again get the japanese version for blood and crucifixes. :)

-= NES =-

Castlevania / Akumajo Dracula (jp).
Castlevania 2 : Simons Curse.

Castlevania 3

-= Mega Drive / Genesis =-

Castlevania : Bloodlines / Vampire killer (jp).

-= Gameboy =-

Castlevania 1
Castlevania 2
Castlevania Legends.

-= X68000 =-

Akumajo Dracula. Get this game for the EX68 emulator its incredible.

-= PSX =-

Dracula X : Nocture in the Moonlight.

-= Saturn =-

Dracula X : Nocture in the Moonlight.

-= N64 =-

Castlevania 64 (not emulated I hear and from reports it not even that good).

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8) Revision History

28/07/99 ver 1.0 Initial release.

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9) Contact infomation

If you have any correction, problems, ommisions to contribute then email me.

TyRaNiD (James Forshaw) TyRaNiD@020.co.uk

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10) Thanx and Greetz

Vitor : thanx for helping me get a copy of dracx, telling me where the prisoner on stage 3' was, giving me help on my spelling even though he is Brazillian :/ and also giving me all those cracking problems :)

Kurt Kalata : For providing the only catlevania site worth visting on the internet. Castlevania Dungeon http://www.classicgaming.com/castlevania/

Kaku : For helping us all get X68000 castlevania working on the emulator.

Journey back to 1897 and the Transylvanian countryside of Romania. It was a time of fear and dread for the simple people of this European country. They lived under the dark rule of Count Dracula for many years. He was a ruthless warrior when he was alive, but he was even more terrifying in death! For you see, Dracula is king of the vampires!

But even one as powerful as Dracula has enemies. From the early 16th century the Belmont's, including Trevor, Christopher, and the legendary Simon had been fighting Dracula and his minions throughout Europe. Finally, in 1897 Quincy Morris, a descendant of the House of Belmont, overcame great odds to defeat Dracula and send him to his eternal grave. Unfortunately since Quincy was so badly beaten in his battle with the Count, he lost his own life moments after plunging a wooden stake into Dracula's chest.

Quincy's legacy has continued, however. His son John Morris and John's childhood friend Eric Lecarde had witnessed the Quincy/Dracula showdown from the shadows. That scene changed their lives forever as they grew older they swore to rid the planet of the evil creatures of the underworld.

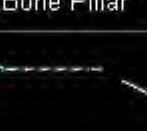
Twenty years later... Elizabeth Bartley. The name conjures up images of a regal countess who, in the year 1421, was found kneeling over the body of a dead young man. He had two puncture wounds in his neck. She was tried as a vampire and found guilty. Her sentence was...to gruesome to mention in these pages. What is important is that she was indeed guilty. And not only was she a vampire, she was the niece of Count Dracula!

Now, in the ruins of a mysterious castle in Transylvania, an amateur witch by the name of Drolta Tzuentes dabbles in arcane magic. She casts a spell which inadvertently brings Elizabeth Bartley back to the land of the living! Now that she has returned, Bartley is bent toward one goal, reviving her dead uncle, Count Dracula!

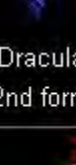
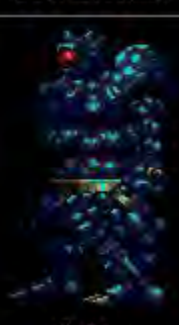
In a twist of fate, Morris and Lecarde have been drawn towards the ominous castle. Their task is simple, defeat Bartley before she can complete her macabre objective. Completing their task, however, will involve many perilous encounters and life or death acts of bravado. Is your heart strong enough for this challenge?

Released on March 17th, 1994 for the Sega Genesis, Castlevania: Bloodlines was the first game of the series which gave the player a choice of 2 different characters to play as. First, John Morris, the whip wielding son of the legendary Quincy Morris, and John's close friend Eric Lecarde, who is armed with spears throughout the game. Whether you choose to play as John or Eric the goal of Castlevania: Bloodlines is the same, make your way through 6 challenging stages, and destroy both Elizabeth Bartley and her uncle, the evil Count Dracula. The stages are not all located in one castle as in previous titles, instead they are scattered throughout Europe in locations like Romania, Greece, and Italy. Instead of having the traditional hearts to power up sub-weapons, Bloodlines uses gems which are reminiscent to Sega's Sonic The Hedgehog series. The game features a unique list of enemies, containing both old and new villains, and 20 different bosses located at the middle and ends of the stages to prevent your succession. Castlevania: Bloodlines wound up being the sole game of the series released on the now defunct Sega systems. Due to the Genesis taking a back seat to the Super Nintendo throughout the 1990's, Bloodlines was not a well known title among the mainstream video game fans. However its uniqueness and long, challenging stages have given the game a cult following similar to that of Super Nintendo's Dracula X. Despite not being as popular as other titles, Bloodlines is still a game that should be part of the true Castlevania fan's collection.

 John Morris	The son of the great Quincy Morris, John witnessed his father's defeat against Count Dracula, only to watch Quincy pass away from what happened during the battle. Since that day John Morris has vowed to rid the world of all evil.
 Eric Lecarde	As John's close friend, Eric Lecarde has seen the unthinkable as he witnessed the historic battle between Quincy Morris and Count Dracula. Eric has volunteered to aid John Morris in his quest to destroy the memory of Dracula.
 Elizabeth Bartley	In the year 1421 Elizabeth Bartley was found kneeling over the body of a dead young man. He had two puncture wounds in his neck. She was tried as a vampire and found guilty. The niece of Count Dracula she truly was, and now she is back, and wants to revive the count to wreak havoc on all humanity.
 Dracula	After being defeated by Quincy Morris, Count Dracula has not been heard of until his niece Elizabeth Bartley was brought back to life by a witch named Drolta Tzuentes. Elizabeth's goal is to revive her uncle, and bring pain and suffering to all humans throughout Europe.

Enemy	Location
Armed Skeleton	Ruins of Castle Dracula & Munitions Factory
Axe Knight	Versailles Palace & Castle Proserpina
Bag Slave	Versailles Palace
Ball of Destruction	Atlantis Shrine, Versailles Palace & Castle Proserpina
Barrel Skeleton	Munitions Factory
Bat	Ruins of Castle Dracula & Leaning Tower of Pisa
Blood Skeleton	Versailles Palace
Blue Skeleton	Versailles Palace
Bone Pillar	Atlantis Shrine, Leaning Tower of Pisa, Munitions Factory & Versailles Palace
Bone Scimitar	Ruins of Castle Dracula & Munitions Factory
 Bow and Arrow Knight	Versailles Palace
Circle Weed	Versailles Palace
Deadly Vine	Versailles Palace
Death Swinger	Versailles Palace
Fishman	Ruins of Castle Dracula & Atlantis Shrine
Flame Medusa Head	Castle Proserpina
Fleaman	Versailles Palace
Floating Eye	Ruins of Castle Dracula & Leaning Tower of Pisa
Gear	Munitions Factory
Ghost	Ruins of Castle Dracula & Munitions Factory
Giant Sword Knight	Versailles Palace
Golem Knight	Atlantis Shrine
Gun Knight	Versailles Palace
Hammer Knight	Versailles Palace
Mace Skeleton	Ruins of Castle Dracula & Munitions Factory

Enemy	Location
Medusa Head	Atlantis Shrine, Leaning Tower of Pisa & Munitions Factory
Minotaur	Atlantis Shrine & Leaning Tower of Pisa
Mummy	Leaning Tower of Pisa & Versailles Palace
Raven	Atlantis Shrine & Castle Proserpina
Running Mecha Knight	Castle Proserpina
Skeledragon	Ruins of Castle Dracula & Atlantis Shrine
Skeleton	Ruins of Castle Dracula & Munitions Factory
Skeleton Bat	Leaning Tower of Pisa
Skeleton Knight	Munitions Factory
Speed Demon	Munitions Factory
Stone Rose	Versailles Palace
Vulture	Leaning Tower of Pisa & Versailles Palace
Wall Slime	Versailles Palace
Wheel Knight	Versailles Palace
Zombie	Ruins of Castle Dracula

Boss	Location
Armor Lord	Atlantis Shrine
Blue Armor Knight	Versailles Palace
Bone Dragon King	Leaning Tower of Pisa
Death	Castle Proserpina
Death's Gargoyle Bat	Castle Proserpina
Death's Gear Steamer	Castle Proserpina
Death's Golem	Castle Proserpina
Dracula	Castle Proserpina
 Dracula (2nd form)	Castle Proserpina
Dracula (3rd form)	Castle Proserpina
Elizabeth Bartley	Castle Proserpina
Evil Tower Guardians	Versailles Palace
Frankenstein	Munitions Factory
Gargoyle Bat	Leaning Tower of Pisa
Gear Steamer	Munitions Factory
 Golem	Atlantis Shrine
Hellhound	Ruins of Castle Dracula
Mecha Knight	Ruins of Castle Dracula
Medusa	Castle Proserpina
Princess of Moss	Versailles Palace
Red Armor Lord	Atlantis Shrine
Water Magician	Atlantis Shrine

Castlevania: Bloodlines - Walkthrough

Castlevania Bloodlines Codes

#1 Previous Castlevania Series Music Code:

On option screen play BGM (Background Music) 05 and play SE (sound effects) 073. Make sure that these music settings are set when you leave the options screen. Press start to start the game. When your standard weapon is powered up to level 4, you will hear the old Castlevania Music until you get hit.

#2 EXPERT mode code:

At title screen press Up-Up-Down-Down-Left-Right-Left-Right-B-A and you will hear a sound. You should then see "expert" in the "game level" line at the options screen.

9 players mode:

9 players on the options screen.

CASTLEVANIA BLOODLINES (GENESIS) Walk-Through

STAGE 1-1: Go right, hitting candles to get items.
1-2: Continue right, killing the zombies. Get the invincibility icon at the top of the first set of stairs. Exit at the top of the second set of stairs.

1-3a: Kill the floating eye creature by hitting its eye. Hitting its tail will not hurt it, but its tail can't hurt you either. Hit the cracked wall in the lower right for a Spell Book.

1-4: Look out for ghosts and squidmen. Collect the Mirror of Truth from a candle above the small platform in the middle of the screen.

1-3b: Kill the skeleton using a jumping attack and exit up the stairs, to the right.

1-5: Go right, looking out for oncoming bats.
MID-LEVEL BOSS (Demon Dog)
Use your special weapon, staying far enough away to avoid its fire breath. When it screams, jump to avoid being hit by the falling shards of glass.

1-6: Kill the skeletons and get the Mutton Chop in the upper right behind the cracked wall. In the next room watch out for leaping skeletons. Go slowly so they don't jump on you. Stay on the step below the fire-breathing skeleton heads and use the axe, or simply get close to them, kneel and attack.

1-7: Time your jump onto the rotating spiked platform. Kill the skeletons and head up and right. Go right and take the low path first, getting the Mirror of Truth. Take the upper path now, making quick jumps from the second spiked platform to the third one, to the stairs.

1-8: Take out the two skeletons above you. Time your jump over the pendulum, finish off the rest of the skeletons, get the Mutton Chop in the upper right, and exit.

1-9: Go up the collapsing spine without stopping. Jump attack to get the 1-UP in the candle half way up.

1-10: Attack the skele-dragon with your normal weapon from the middle of the platform, hitting any fireballs that come at you. Exit up the stairs to the right.

1-11: END BOSS (Mecha-Knight)
Use your special weapon until you run out of crystals. When he charges you, go behind the platform in the left hand corner, and attack.

STAGE 2-1: Move cautiously, attacking the Minotaurs from a distance. Be careful not to fall into the water, avoid the squidmen, and exit.

2-2: Move quickly, avoiding the white orbs that circle the platforms. Stay up near the top of the screen as much as you can, anticipating oncoming Minotaurs. At the first split, take the stairs to the left. At the second split, either way will work.

2-3: MID-LEVEL BOSS #1 (Water Wizard): Use a back and forth jump attack to finish him off before he fills the screen with water and drowns you. Go right, killing the Ravens.
MID-LEVEL BOSS #2 (Giant Knight with Flail): Get close to him, inside his line of attack, and hit him with your normal weapon. When he jumps, move away so that he doesn't land on you.
MID-LEVEL BOSS #3 (Giant Knight with Axe): After he swings his axe at you, go in for two quick attacks, then back out of his reach. When he leaps, move away so that he doesn't land on you, and hit him with three quick attacks. Repeat.

2-4: Follow the sinking water down, jumping to the floating platforms, fending off Medusa-Heads, and collecting as many crystals as you can.

2-5: Wait for the mace wielding beasts to came at you, if you rush on too quickly they will jump you, causing a lot of damage. Continue right past the giant statue and dragon-heads. Stay on the upper platform to attack the Skele-Dragon. Hit the cracked columns to continue on.

2-6: Use the axe to kill the Minotaurs below, collect crystals, but keep the axe to face the boss.

2-7: END BOSS (Rock Creature)
This boss is only hurt by direct hits to the head. Shrink him down to size by chipping away at his midsection with your standard weapon while jumping and using the axe to hit his head, Watch out for falling rocks during your attack.

STAGE 3-1: Attack the bird creatures at an angle, dart in and out against the column-wielding Minotaurs, and exit right.

3-2: Head up the stairs quickly, avoiding the fireballs as best you can. At the top, face the eye creatures and exit right.

3-3(Lecarde): Attack the bird creatures, then use the Mega-Jump to make your way to the top. The exit is in the upper right.

3-3(Morris): Go right, fighting off the bird creatures. exit right. In the next area (3-4 for Morris), use your whip to swing across the gaps.

3-4: MID-LEVEL BOSS (Giant Skele-Dragon)
Stay left, just out of the reach of the Dragons fire-breath. Use the axe or boomerang on it to finish it quickly.

3-5: The key to making it through the falling tower is staying as close to the top as possible. Jump up to the next platform as soon as it is visible. Most of the time the Medusa-Heads will fly underneath you, but be ready to defend yourself. Towards the top, on the right side of the tower, there is a 1-UP in a candle. Get the Mirror of Truth and exit to the left.

3-6: Watch out for the Mummies ribbons and lots of bats.

Keep far enough away from the Mummies so that they can't hit you with their bandage. Attack any Mummies that you can from below. Head up, then right, and exit up the stairs.

3-7: Keep as far ahead of the moving platforms as possible. After the Gargoyles circle you once, they will come at you from the same spot from which they originally appeared, so be ready. When the platforms start heading up, stay on the middle set. When they start taking you to the right, stay ahead and battle the Gargoyles.

3-8: Pre-boss power ups.

3-9: END-BOSS(Giant Bat Creature)
To fight this creature, it helps to have the axe. When it comes at you with its tail, face it and use your standard weapon to block. When the rocks are coming at you, stay in the middle, jump over the rock and throw an axe. Eventually it will adopt a smashing attack at which point you simply need to sidestep and attack.

STAGE 4-1: Move quickly, staying ahead of the pursuing skeletons. Get as many items as you can from the candles, but don't stop.

4-2: The skeletons in this stage can take as many as three hits(some of them even regenerate). Go up and right, across the conveyor belts. In the upper right hand corner, before you head down the stairs, there is a Mutton Chop in the wall.

4-3: More of the same, except in this part a skeleton will come from behind. It is good to have the boomerang at this point in order kill the flail carrying skeleton on the farthest stable platform to the right.

4-4: This section isn't bad if you are patient and keep looking ahead. After every piston you clear jump up so that more of the screen is revealed to you. Go quickly around the second piston. When you jump onto the third one, walk all the way left and stay there. Go quickly by the fourth one and exit to the right.

4-5: Make your way up the stairs and gears, watching out for Medusa-Heads and killing the skeletons. At the top there is a difficult sequence where you have to jump gear to gear, first to the right, then to the left. Its not so bad as long as you go all the way to the edge of the platform before jumping. If you are Lecarde, you can simply use the Mega-Jump.

4-6: Jump from platform, to platform, waiting until they are positioned just right. If you go relatively quickly your results will be better. Watch out for ghosts. To make the door open, jump up to the last platform.

4-7: MID-LEVEL BOSS(Frankenstein)
Use your special weapon, or simply get close and attack quickly. When he swings the chain around, jump away. When he releases it straight, duck. When he looses the lightning along the ground, jump to the platform on the left.

4-8: Walk under the spaces in the rotating blades. For the first one, go slowly through. For the second one, go a little bit, duck, and then go the rest of the way on the next rotation. For the third one, make multiple stops, ducking, then moving on. When the creatures come at you, use a kneeling attack.

4-9: Go from platform to platform, killing the flail wielding skeletons. Time your jumps so that you land after the skeletons flail has been retracted.

4-10: Attack the gears and power up with items.

4-11: END-BOSS(Gear Creature)
Holy Water is a good special weapon against this boss. Get in close to it and jump attack, aiming for the orb in the middle. When it throws gears at you, jump away to the far opposite platform. When it starts making sounds and comes after you, go in a circular motion away from it around the room. Use up all of your special weapons when it shrinks down, then finish it off with a jump attack when it stretches out.

STAGE 5-1: Head right, destroying the Giant Roses. If you get turned around by the pollen, simply reverse your controls and go forward. Go through the fountain, killing the skeletons, making sure to get the boomerang. At the end of the fountain, do not exit. Stand as far right as you can and use the boomerang on the tree creature, all the while battling the regenerating skeletons. Watch out for the bombs that the tree creatures throw, continue right and exit.

5-2: Watch out for the falling chandeliers. The axe throwing knights can take up to 6 hits, so try to lure them under the chandeliers and then cause them to drop. Near the end of the board a saber wielding creature will appear. Go slowly until you can just barely see his saber, then go back the other way a little bit. Head back to the right and he will usually be gone. In the next room get close to the dragon-heads and use a constant kneeling attack.

5-3(Lecarde): Use the Mega-Jump to make it all the way to the top of this area. Kill as many of the eye things as you can before making a leap.

5-3(Morris): Use a jump attack on the eye creatures and exit right.

5-4(Lecarde): Try not to let the hunchbacks hit the ground, hitting them in mid-air. If they do land, take them out quickly.

5-4(Morris): Use your whip to swing along the ceiling to get items. The green guys that throw stuff at you will take a lot of hits, but if you fend them off long enough, they will throw you a mutton chop.

5-5(Lecarde): The easiest way to get through this part is to forget about the candles, get on the rotating stairs, hold the control pad to the left, and go straight down to the exit.

5-5(Morris)t The best thing to do in this sequence is move fast, ignoring the candles, outrunning the fireballs from the dragon-heads, and killing the occasional gargoyle. Quick jumps either straight up or left to right will move you up in a hurry. Exit right.

5-6: MID-LEVEL BOSS(Giant Knight)
Dart in for a couple of hits and then move out, avoiding his punches. When he leaps, get close to him to avoid being grabbed by his extended arm, and attack. Repeat.

5-7: Move in and out on the archers so that they can't get a good aim at you. Keep your distance from the hammer knights and attack. Swing quickly to prevent the knight on wheels from running into you. Duck under the gunfire from the last knight and attack him from a kneeling position.
MID-LEVEL BOSS(Magic Column)
Stand directly in the middle of the two faces to make the attack come straight down, then step aside, wait for the column to appear, and attack. Repeat until it is defeated.

5-8: END-BOSS(Spirit/Giant Moth)
Attack the ghost at an angle, after five or so hits it will change forms. Jump attack and use the axe when the Moth attacks and drops its pollen. When it starts dropping eggs, concentrate solely on the eggs, destroying them all. Repeat until the Moth is defeated.

STAGE 6-1: Head right, watching out for Ravens and hitting the fireball from the Medusa-Head with your normal weapon. When the bridge starts to collapse, quickly jump right.

6-2: The Hall of Mirrors is easier than it first seems. The key is to make all of your jumps from the far edge of the platform that you are on. Be sure to collect the 1-UP in the candle on the first overhanging platform.

6-3: In this upside down area the key is patience. After jumping to each platform, wait there, jumping over the rotating orb once before going to the next platform.

6-4: Collect items and be ready for Mecha-Knights that will come running at you.

6-5: Collect items and go up the stairs. To collect lots of crystals, you can go back and forth between 6-5 and 6-6.

6-6: MID-LEVEL BOSS(DEATH)
When you hit the cards that encircle Death, multiple things happen. Three of the cards will take you to face previous bosses (the Rock-Creature from stage 2, the Giant Bat from stage 3, and the Gear Creature from stage 4). One of the cards will provide you with Mutton Chops (except in the expert difficulty setting). The remaining cards will bring you face to face with Death himself, first in short attacks, and then in a full battle. Use the axe on him when he is in mid-air, and when he uses the wind to pull you toward him, get close enough to hit him a couple of times, then jump away over the oncoming whirlwind.

6-7: Collect items, exit up the stairs. To collect lots of crystals, you can go back and forth between 6-7 and 6-8.

6-8: MID-LEVEL BOSS(Elizabeth Bartley)
Her first attack will be as Medusa, and is very simple to overcome. Get close to her and use your standard weapon. Kneel so that the waving flare attack goes around you, kneel again so that her fire breath goes above you, and jump to avoid her tail attack. Bartley's magical attack will take much longer to overcome. she will cast four to six orbs into the air. To hurt her you need to hit her a number of times equal to the number of orbs that are in the air. Get close enough to hit her, then attack while kneeling to avoid the fireball. If you do not succeed, the magic will be loosed on you. stay in the corners if this happens, and you will be relatively safe,

6-9: Go right, collecting items.

6-10: Collect items, go up the stairs. To collect lots of crystals, go back and forth between 6-10 and 6-11.

6-11: FINAL BOSS (DRACULA)
Part 1: Be sure to get the axe. Stay close to the column of light and bats. Just as Dracula appears use a jump attack and kneel on the way down. Repeat until he is finished.

Part 2: Use your axes and jumping attacks when he is in the air. When he casts the fire at you, go to one side and make two quick jumps to avoid both fire attacks. When he separates, stay in between any two of his images to avoid the columns of fire.

Part 3: Keep the demon pinned to one side of the screen and use 2 jump attack. Kneel as soon as you land to avoid the boomerangs that he will throw. Repeat this until he turns color and his attack changes. Keep him pinned, jumping over the flames while throwing an axe in mid-air to finish him off.

Start with 7 lives	ARFAJWAR Leave number of players set to 2
Start with 8 lives	ARFAJAAR Leave number of players set to 3
Start with 9 lives	ARFAATAR Leave number of players set to 2
Start with 10 lives	ARFAJWAR Leave number of players set to 2
Start with 11 lives	ARFAJBAR Leave number of players set to 3
Start with 26 lives	ARFAALIR Leave number of players set to 3
Start with 61 lives	ARFAJBATR Leave number of players set to 2
Start with 76 lives	ARFAJBLSR Leave number of players set to 3
Start with 100 lives	ARFAJEIAR Leave number of players set to 3
Unlimited lives	AJGADAAZ
Protection from most hazards	REIST-GSIR
Start with 1 continue	AJEST-ACCW
Start with 3 continues	AJNET-AGCW
Start with 5 continues	AJYET-ALCW
Start with 7 continues	AJET-ARCW
Start with 9 continues	BJEST-AWCW
Unlimited continues	AUJA-NAGN
Always restart on the last level (even if you choose END)	AJST-AAZ2
Start on level 1-2	9TET-BGJZ AJST-AAAA
Start on level 1-3	9TET-BGJZ AJET-AAAA
Start on level 1-4	9TET-BGJZ ANET-AAAA
Start on level 1-5	9TET-BGJZ AIET-AAAA
Start on level 1-6	9TET-BGJZ BNET-AAAA
Start on level 1-6 Part 2	9TET-BGJZ GNET-AAAA
Start on level 1-7	9TET-BGJZ BJST-AAAA
Start on level 1-8	9TET-BGJZ BJET-AAAA
Start on level 1-9	9TET-BGJZ BNET-AAAA
Start on level 1-10	9TET-BGJZ BTET-AAAA
Start on level 1-11	9TET-BGJZ BYET-AAAA
Start on level 2-1	9TET-BGJZ CEST-AAAA
Start on level 2-2	9TET-BGJZ CJET-AAAA
Start on level 2-3	9TET-BGJZ CNET-AAAA
Start on level 2-4	9TET-BGJZ CYET-AAAA
Start on level 2-5	9TET-BGJZ DEST-AAAA
Start on level 2-6	9TET-BGJZ DEST-AAAA
Start on level 2-7	9TET-BGJZ DJET-AAAA
Start on level 3-1	9TET-BGJZ DJET-AAAA
Start on level 3-2	9TET-BGJZ DNET-AAAA
Start on level 3-3	9TET-BGJZ DSET-AAAA
Start on level 3-4	9TET-BGJZ GSET-AAAA
Start on level 3-4 (Alternate Route)	9TET-BGJZ JAET-AAAA
Start on level 3-5	9TET-BGJZ DTET-AAAA
Start on level 3-6	9TET-BGJZ GJET-AAAA
Start on level 3-7	9TET-BGJZ DJST-AAAA
Start on level 3-8	9TET-BGJZ ETST-AAAA
Start on level 3-9	9TET-BGJZ DYST-AAAA
Start on level 4-1	9TET-BGJZ EAET-AAAA
Start on level 4-2	9TET-BGJZ EEST-AAAA
Start on level 4-3	9TET-BGJZ EJET-AAAA
Start on level 4-4	9TET-BGJZ ENET-AAAA
Start on level 4-5	9TET-BGJZ FEST-AAAA
Start on level 4-6	9TET-BGJZ FJET-AAAA
Start on level 4-7	9TET-BGJZ KAET-AAAA
Start on level 4-8	9TET-BGJZ GYST-AAAA
Start on level 4-9	9TET-BGJZ FTET-AAAA
Start on level 4-10	9TET-BGJZ FYST-AAAA
Start on level 4-11	9TET-BGJZ FJST-AAAA
Start on level 5-1	9TET-BGJZ GZET-AAAA
Start on level 5-2	9TET-BGJZ GBET-AAAA
Start on level 5-2 (Alternate Route)	9TET-BGJZ JZET-AAAA
Start on level 5-3	9TET-BGJZ HAET-AAAA
Start on level 5-4	9TET-BGJZ HEST-AAAA
Start on level 5-5	9TET-BGJZ HTST-AAAA
Start on level 5-6	9TET-BGJZ JBET-AAAA
Start on level 5-7	9TET-BGJZ HQET-AAAA
Start on level 5-8	9TET-BGJZ HBST-AAAA
Start on level 6-1	9TET-BGJZ JJET-AAAA
Start on level 6-2	9TET-BGJZ JNET-AAAA
Start on level 6-3	9TET-BGJZ JYST-AAAA
Start on level 6-4	9TET-BGJZ JTST-AAAA
Start on level 6-5	9TET-BGJZ EBET-AAAA
Start on level 6-6	9TET-BGJZ CJET-AAAA
Start on level 6-7	9TET-BGJZ FJET-AAAA
Start on level 6-8	9TET-BGJZ EYST-AAAA
Start on level 6-9	9TET-BGJZ KTST-AAAA
Start on level 6-10	9TET-BGJZ KQET-AAAA
Start on level 6-11	9TET-BGJZ GNET-AAAA
Start each life with 75% health	HNET-AAET
Start each life with 50% health	FCET-AAET
Start each life with 25% health	CVET-AAET
Meat power-up always fully heals	0BBA-D9E0
Meat power-up heals 75% of total health	2VBA-D9E0
Meat power-up heals 25% of total health	7VBA-D9E0
Red gems are worth 0	ABST-CAE2
Red gems are worth 2	AHST-CAE2
Red gems are worth 3	APST-CAE2
Red gems are worth 4	AVST-CAE2
Red gems are worth 5	AZST-CAE2
Red gems are worth 10	CBST-CAE2
Red gems are worth 20	EBST-CAE2
Red gems are worth 30	GBST-CAE2
Blue gems worth 0	ABEA-CAGJ
Blue gems worth 8	BBEA-CAGJ
Blue gems worth 10	CBEA-CAGJ
Blue gems worth 20	EBEA-CAGJ
Blue gems worth 30	GBEA-CAGJ
Blue gems worth 40	JBEA-CAGJ
Blue gems worth 50	LBEA-CAGJ
Weapon power-ups worth 200% as much	JBTA-DJXA
Weapon power-ups instantly to maximum level	JBTA-DKNA
Do not lose super weapon when damaged	AN0T-CAHY
Do not lose super items (seeker orb/super holy water) when damaged	AJYA-CASZ
Keep current item after dying	AWEA-AA9B
Keep current weapon level after dying	AWET-AAJE
Keep current number of gems after dying	AWET-AA5E
Begin each life with 8 gems	BCET-BN00
Begin each life with 16 gems	C4ET-BN00
Begin each life with 26 gems	E0ET-BN00
Begin each life with 50 gems	LCET-BN00
Begin each life with 75 gems	RGET-BN00
Begin each life with 99 gems	XGET-BN00
Using holy water does not cost any gems	ACEA-CAAW
Using holy water costs 2 gems	CAAW
Using axe does not cost any gems	AGEA-CAAY Do not use with boomerang codes
Using axe costs 2 gems	AGEA-CEAY Do not use with boomerang codes
Using boomerang does not cost any gems	ACEA-CCAY Do not use with axe codes
Using boomerang costs 2 gems	ALEA-CCAY Do not use with axe codes
Using stronger (Up + C) holy water doesn't cost any gems	AWEA-CAAG
Using stronger axe does not cost any gems	ACEA-CJAG
Using stronger boomerang does not cost any gems	BCEA-CAAQ
Using seeker orb costs 4 gems instead of 8	AWEA-CJA2
Using seeker orb does not cost any gems	ACEA-CJA2
Using super holy water costs 4 gems instead of 8	ACEA-CJA4 Do not use with boomerang or axe codes
Using super holy water does not cost any gems	ACEA-CJA4 Do not use with boomerang or axe codes
No items use up any gems when used	R0ST-CK20

Transylvania. The Middle Ages....

An evil Darkness had befallen the land, giving rise to sinister vampire legends. Until now the people of Transylvania had grown accustomed to their peaceful existence, secure in the knowledge that their famed hero, Simon Belmont, had sealed the fate of Count Dracula several hundred years prior. Wicked townsfolk, possessed by the Darkness conspired to revive the King of Blood....

It is the year 1792, a hundred years have passed since legendary hero Simon Belmont defeated the evil Count Dracula and sealed him away for what was supposed to be eternity. The people have long forgotten about the horror of the undead, which allowed a few depraved individuals to restore the Prince of Darkness to his former state, sleeping in his coffin by day and preying upon hapless victims by night.

Dracula, now undead once more, plotted to exact revenge upon the descendant of the family that destroyed him... Richter Belmont. The Prince of Evil viciously attacked the town with his unholy legion. He snatched away Richter's girlfriend, Annet and her sister, Maria. Imprisoning them in his vile castle, he lives in wait for Richter to attempt a rescue. Richter, burdened by his destiny, left for Dracula's castle with his legendary ancestral whip, the determination to save his loved ones and the resolve to send Dracula to eternal damnation once and for all!

Released in September 1995 for the Super Nintendo, Castlevania: Dracula X has attained more of a cult following and is not among the popular mainstream titles such as Dracula's Curse or Symphony of the Night. This is mainly due to large differences between Dracula X, and Rondo of Blood, which is the Japanese game that Dracula X was supposed to be based off of. In addition to the differences, the game play is overall more difficult and was a complete step down from the successful Super Castlevania IV. While some consider Dracula X a rare classic, most have forgotten the game and moved on to others in the Castlevania series. Rondo of Blood was finally brought to the U.S. in its original form, paired with a re-release of Symphony of the Night on the PSP game Castlevania: The Dracula X Chronicles.

 Richter Belmont	A descendant of the great vampire hunter Simon Belmont, Richter's girlfriend Annet and her sister Maria were kidnapped and taken to Dracula's Castle as revenge against the Belmont Clan. Once made aware of this Richter sets his sights on entering Dracula's Castle to destroy Dracula and fulfill his destiny as a true member of the Belmont Family.
 Annet Renard	Richter Belmont's girlfriend Annet has been kidnapped and is being held in Dracula's Castle to lure Richter in as a plot of revenge against the Belmont Clan by Dracula.
 Maria Renard	Annet's sister Maria has also been taken by Dracula and is being held captive in his dark castle. Richter must try to save them both.
 Dracula	It is the year 1792 and the Prince of Darkness has returned yet again, this time to take revenge against the decedents of Simon Belmont, mainly Richter Belmont. Since Simon has passed away Dracula has no choice but to go after the Belmont Clan to avenge what Simon did to him so many years ago.

Enemy	Location
Ape Skeleton	Burning Town & Castle Entrance
Axe Knight	Castle Entrance, Castle Center & Inner Sanctum
Axe Lord	Abandoned Mine & Inner Sanctum
Bat	Burning Town, Castle Center, Abandoned Mine, Catacombs & Underground Lake
Behemoth	Burning Town
Blood Skeleton	Abandoned Mine & Clock Tower
Demon Tombstone	Abandoned Mine
Fishman	Castle Entrance, Castle Center & Underground Lake
Fleaman	Abandoned Mine, Inner Sanctum & Clock Tower
Floating Eye	Castle Entrance, Abandoned Mine, Underground Lake & Castle Keep
Ghost	Catacombs & Clock Tower
Medusa Head	Burning Town, Castle Center, Clock Tower & Castle Keep
Mud Man	Catacombs
Mud Zombie	Abandoned Mine
Mutant Bat	Inner Sanctum
Panther Skeleton	Castle Entrance & Inner Sanctum
Paranthropus	Catacombs
Pillar of Bones	Burning Town, Castle Center, Abandoned Mine & Clock Tower
Raven	Inner Sanctum & Clock Tower
Skeledragon	Catacombs, Underground Lake & Castle Keep
Skeleton	Burning Town, Abandoned Mine & Catacombs
Spear Guard	Castle Entrance, Castle Center, Inner Sanctum, Clock Tower & Castle Keep
Sword Lord	Inner Sanctum
Water Skull	Underground Lake
Were Skeleton	Castle Entrance, Inner Sanctum & Castle Keep
Zombie	Burning Town, Castle Entrance, Abandoned Mine & Castle Keep

Boss	Attack	Location
Cerberus	Pounces, Charges & Spits Fire	Burning Town
Phantom Bat	Flying	Castle Entrance
Dyruhan	Lance, Throws Icicles & Throws Head	Castle Center
Minotaurusu	Axe, Throws Stones & Breathes Fire	Abandoned Mine
Cloaked Sorcerer	Throws Triple Fireballs & Drops Showers of Bones which form into Skeletons	Catacombs
Cloaked Sorcerer (2nd form)	Demon Tombstones & Summons Mud Men	Catacombs
Lypuston	Fireballs, Runs along Walls and Ceiling, & Rolls into a Ball	Inner Sanctum
Water Dragon	Charges & Breathes Fire	Underground Lake
Skull Sorceress	Lightning Spheres & Eyes turn into Flames	Clock Tower
Death	Scythes	Clock Tower
Dracula	Throws Triple Fireballs & Launches Black Orbs	Castle Keep
Dracula (2nd form)	Throws Swirling Flames & Shoots Energy Beams	Castle Keep

Josef burst into my house, sweating with fear. "Josef? What is wrong, my friend? Here, sit down." He stared at me, eyes wide, his trembling mouth working in spasms. "Richter...it is Annet and Maria. They're gone. Dra—Dracula has taken them! The Lord of the Undead lives again!"

Castlevania® Dracula X™

HOW WOULD YOU LIKE YOUR STAKE DONE?

With a flash of lightning and a crack of thunder, Konami's latest Castlevania title finally makes its way to North America as Castlevania: Dracula X. This is the first Castlevania game to be released in the U.S since 1991's Super Castlevania IV. It's a testament to the appeal and quality of this game series that fans would be clamoring for yet another installment after eight years and six previous titles. This time around, it's Simon Belmont's descendant, Richter, who must seek out the vampiric head honcho, rescue two fair damsels in distress and restore peace and prosperity to the Transylvanian countryside.

Unlike Super Castlevania IV, which featured an eight-way whip, you can whip only to the left or right.

WELCOME TO

Like previous Castlevania games, you must progress through various side-scrolling stages, whipping into submission the sundry ghosts, ghouls and goblins that Dracula commands. A welcome addition

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CASTLEVANIA DRACULA X

DEADLY NEW MOVES

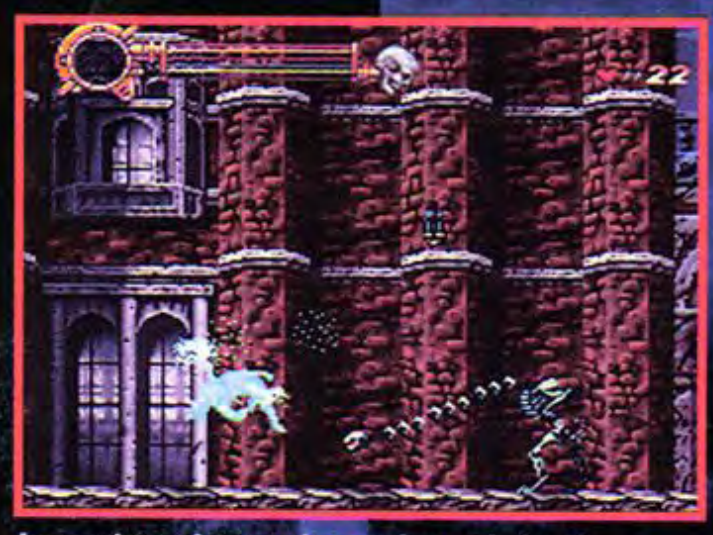
To make up for your whip's short attack range, you can pick up other weapons in each stage. Secondary weapons are powered by the heart icons you gather, and usage costs vary. Hold Up and press the Fire button for a single shot from your special weapon, or press X for a powerful special attack that strikes everything on the screen.

Special attacks, like this blast from the Knife, use more stored hearts than single-shot attacks.

Another new move is the back flip. Crouch and quickly press the Jump button twice to sail over your tormentor's head.

CASTLEVANIA

to the unlimited continues are the passwords that you'll receive along the way. Another cool feature is that the path through some stages—and even major enemies you encounter—can change, depending on what you do or don't do!



Inventive adversaries and moody backgrounds contribute to the Gothic atmosphere.

The lack of a multi-directional whip attack is keenly felt in some stages.

NEEDFUL THINGS

The maps on the following pages show the locations of weapons and Power-Ups. You can collect up to 100 hearts, but you can hold only one secondary item at a time, so make sure you really want a particular item before you take it.

STAGE 1 A VILLAGE AFLAME

Taking my ancestor's chain link whip from its place of honor above the mantel, Josef and I strode into the street, where we beheld a scene of chaos. "The village! The monster is burning our homes!" Josef turned to me. "Dracula would destroy an entire village just to wreak vengeance upon the Belmont family. It is your duty to answer his challenge, to battle through the flames and reach his castle!"

SHUFFLING ALONG

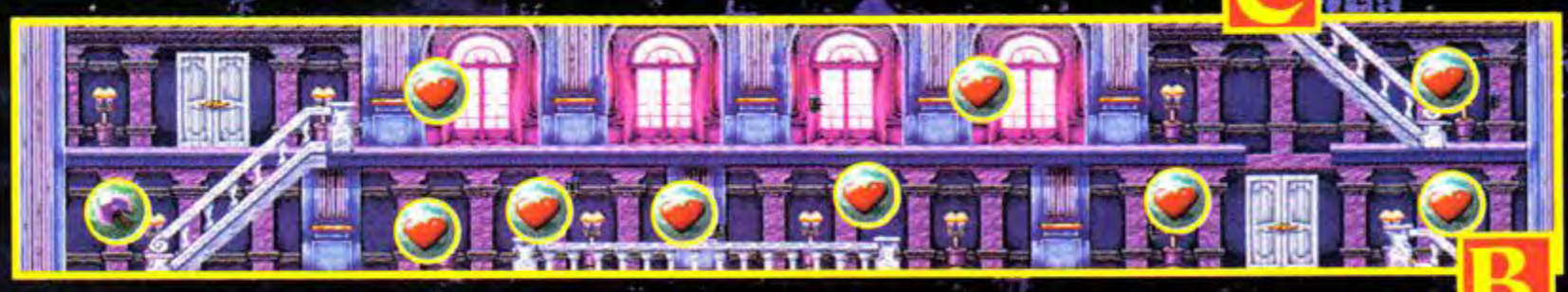
The skeletons in the first part of the stage pose little threat, but those that come after throw bits of themselves at you. You can sample different weapons, but don't waste hearts using special attacks on easy targets.

STAGE 2 A BRIDGE TOO FAR

Centuries of neglect had reduced the outside of the castle to a moldering wreck. The crumbling path to the gate collapsed into the chasm as I made my way across, but my beloved Annet and her sister Maria were trapped somewhere beyond, and I could not allow myself to be overwhelmed by fear. The maze of stairs and corridors crawled with all manner of fell creatures, and I had to be careful of surprise attacks from above.

NEEDFUL THINGS

- HEART
- BOOMERANG
- AXE
- KNIFE
- HOLY WATER
- OTHER GOODS



HURRIED & HARRIED

This area automatically scrolls, giving you little chance to collect the numerous items as the beast follows you. The beast, however, falls into the flames at the end of the stage.

HOUND OF HELL

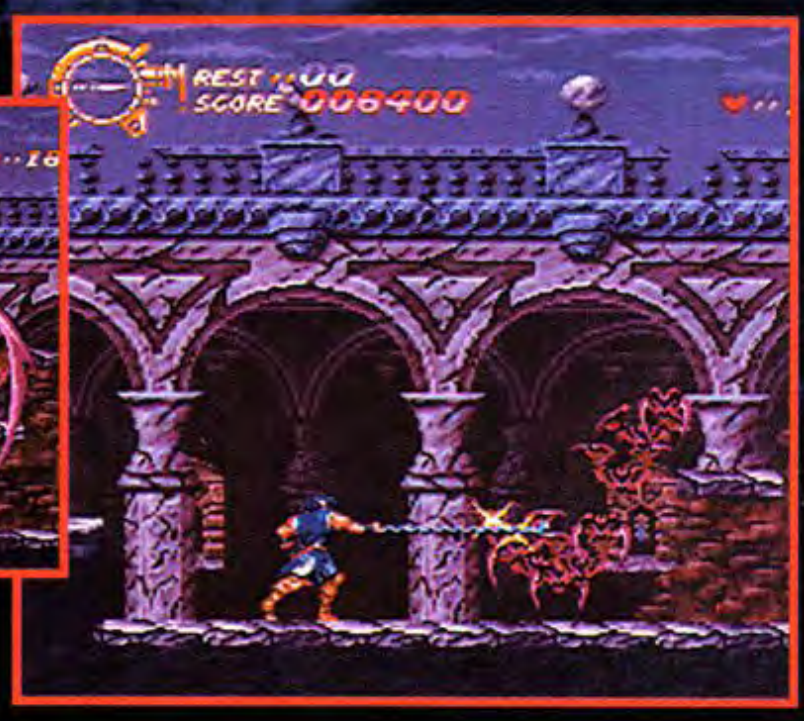
This first major foe is no pushover. There is a pattern to his movements as he leaps from side to side, but he often ends up off the screen and out of sight. As you hit him, be prepared to leap onto a platform to avoid his fireball attack. Another way to avoid the fireball is to leap towards and over it as it travels across the ground.

SHOOT FIRST

As you move across, let the sections you're on begin to collapse and then whip the space ahead of you before you jump. If you don't get the timing right, the fish men will knock you off the bridge as you leap.

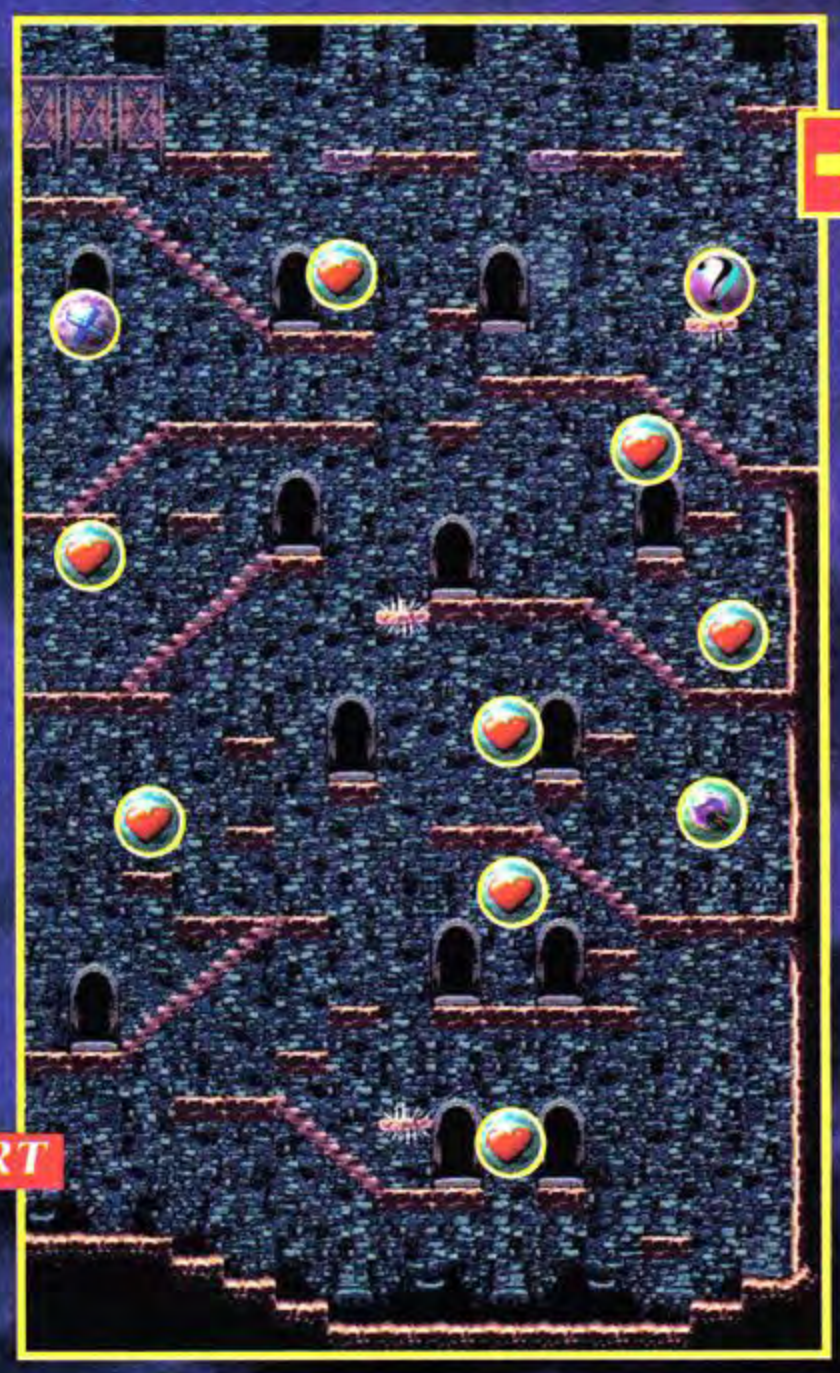
BATS APLENTY

It's tempting to jump onto the platforms for this battle, but you might fare better if you stay on the ground, especially if you have the axe. The large bat will break up into smaller bats after a single hit, only to slowly reform into one creature. Special attacks don't help much, but the cluster of small bats moves slowly and predictably, giving you time to strike at will.



STAGE 3 WATCH YOUR STEP

The next stage of my journey took me deeper into the confines of the castle. The stairs and platforms were rife with floating, ghostly heads and flame-breathing guardian statues. I eventually came to a huge chamber in which my only path across was made up of a series of uneven pillars. I shuttered to think of what waited for me below if I fell!



RARE 1-UP

In the long room just after you cross a waterway, you'll find this staircase. Crouch down and whip the wall to find a rare extra life. You'll need this if you end up facing the headless knight!

BALANCING ACT

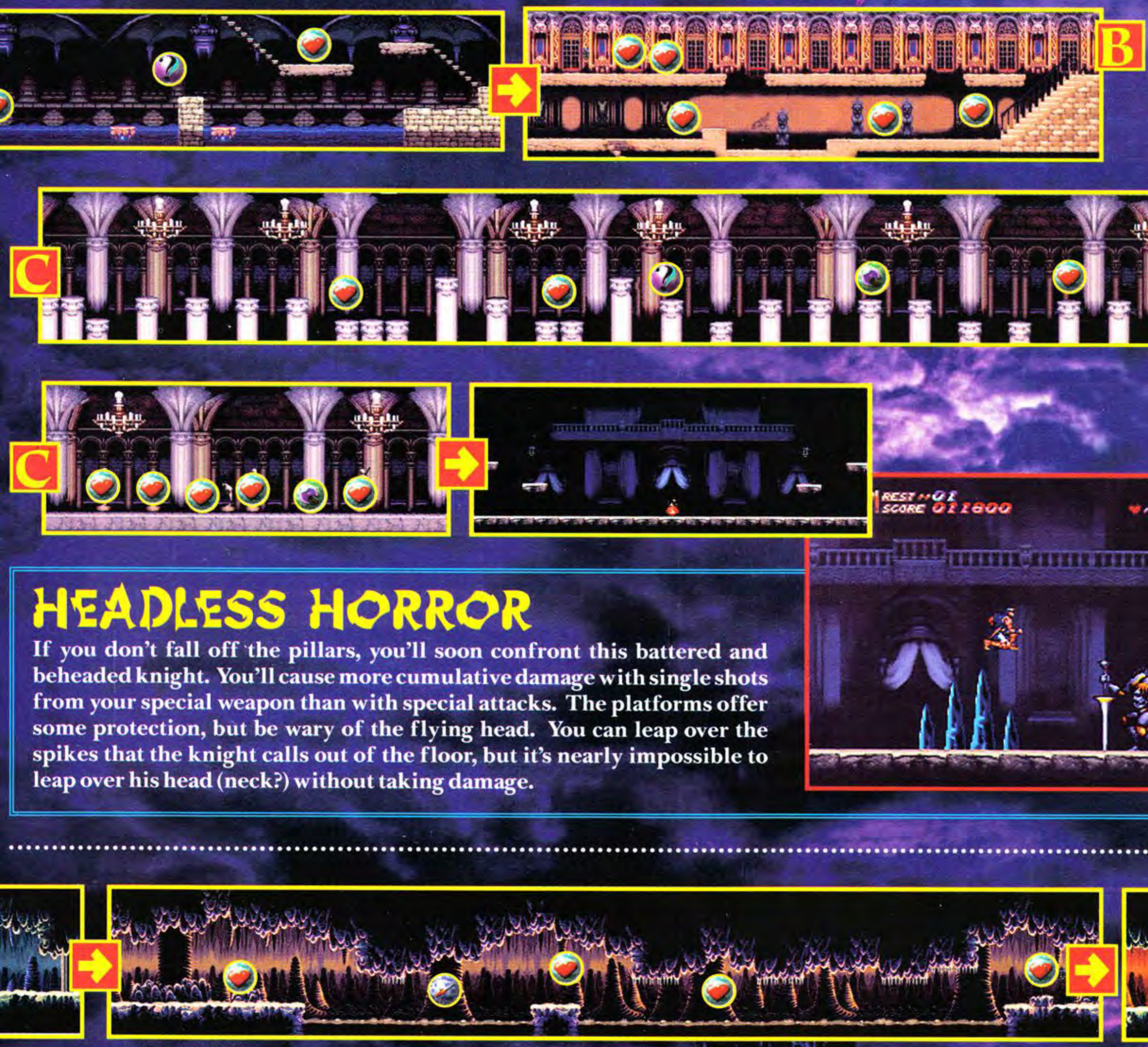
If you make it across the pillars, you'll meet up with the headless knight and proceed to Stage 4-the high road. If you fall off the pillars, you'll skip the rest of Stage 3 and proceed to an alternate Stage 4-the low road-one that's quite different from the "normal" course.

STAGE 4 THE LOW ROAD

The room of pillars had been designed as a double-edged trap. If the flame-breathing statues didn't get me, the floating heads would knock me off the pillars and send me tumbling into the caverns below. As a boy, I had heard stories about what lay below the foundations of the castle. According to the tales, there were caves that were filled with seething pits and populated by creatures made of steaming, dripping mud. Worse yet, the path was booby-trapped with platforms that would suddenly flip the unwary into the bubbly mire. The mud itself was not fatal, but it would slowly pull trespassers to a messy end.

NEEDFUL THINGS

HEART · AXE · HOLY WATER · BOOMERANG · KNIFE · OTHER GOODS



HEADLESS HORROR

If you don't fall off the pillars, you'll soon confront this battered and beheaded knight. You'll cause more cumulative damage with single shots from your special weapon than with special attacks. The platforms offer some protection, but be wary of the flying head. You can leap over the spikes that the knight calls out of the floor, but it's nearly impossible to leap over his head (neck?) without taking damage.

BURNING RAGE

The exit from the alternate Stage 4 is guarded by a spectre with a formidable bag of tricks. He shifts from side to side, throwing fireballs around the chamber. You can destroy the fireballs with your whip, but if one of them touches you, you'll be partially paralyzed for a few seconds. The spectre regenerates after his first life bar is gone, so conserve your hearts.

STAGE 4 THE HIGH ROAD

I had hoped to avoid the lower chambers of the castle, but the path eventually turned down anyway. Luckily, I did not encounter the mud pits, but the obstacles I faced were dangerous enough. As I trudged onward, great steel blocks lined with spikes plunged out of the darkness above and nearly impaled me! This paled in comparison to the mechanical madness I encountered later: a system of platforms and pulleys designed to carry someone up a vertical tunnel. I might have appreciated this engineering marvel more, if not for the flaming skulls swarming about! I also discovered two locked doors along the route. Perhaps I should have kept the key I found earlier?

ONWA

The flamin medieval dictable p yourself c constantly take two or dodging th work just as

KEY TO SUCCESS

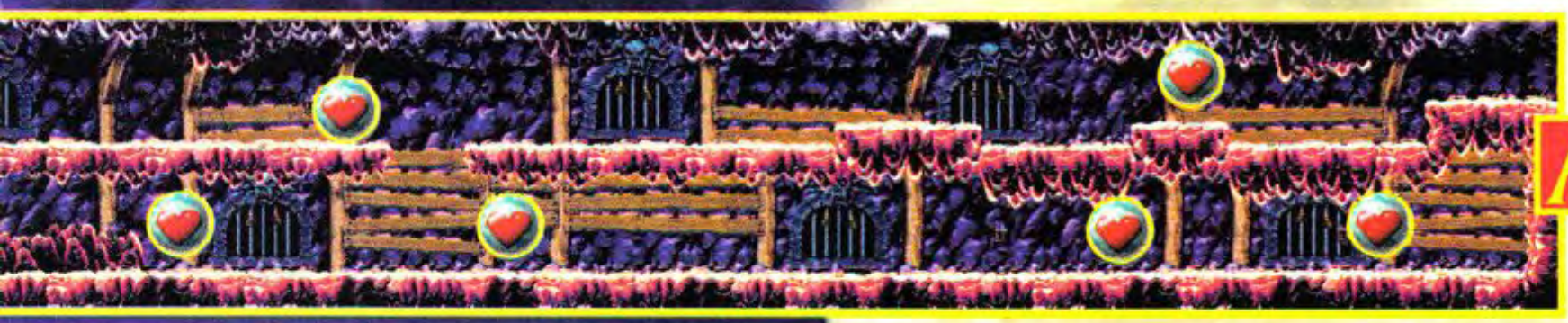
The key that you find near the headless knight's room, which takes the place of the special weapon in your inventory, will open two doors in this stage. Will the lack of extra firepower be outweighed by what you find?

MINOTAUR MADNESS

Dracula has charged the Minotaur with the task of keeping intruders out, and it's a job the bull-headed creature relishes! Platforms once again play a role in your battle strategy as you jump to different levels to avoid the Minotaur's charges and frontal attacks. If you have axes, you can toss them over his blocking weapon and strike him in the head. When he throws his head back, he's getting ready to toss some rocks. If you time it right, you can run in under the shower of stones and strike him twice before he can react.

RD AND UPWARD

g skulls that haunt this elevator fly in unpre- atterns, so you'll find rouching and leaping as you battle them. They more hits to destroy, and em when you can might s well as trashing them.



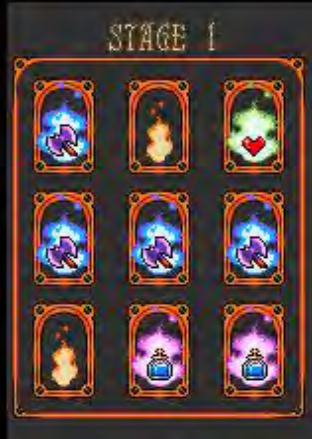
THE HORRORS TO COME

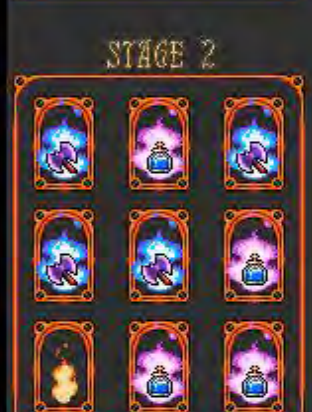
My journey continued deep under the earth and high into the towers of the castle. Red knights and green giants, walls of moving rocks and machines of great size were just a few of the challenges I conquered. I shudder to think how my quest might have differed if I had....hm?

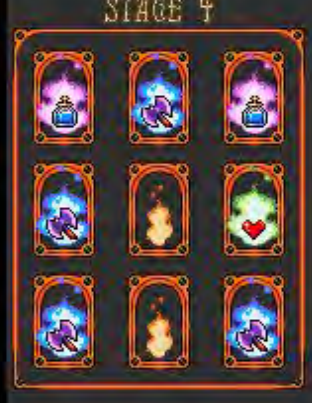
What's that, child? Did I ever save my beloved Annet and her fair sister Maria? Well, it's a long story, and the hour grows late....and it's a tale perhaps best told in the daylight!

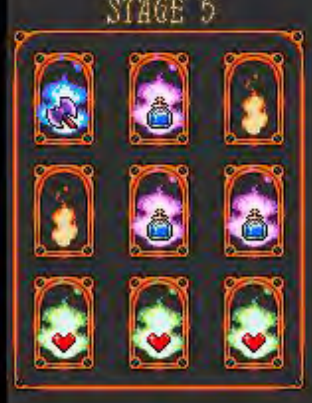
Game Genie Codes

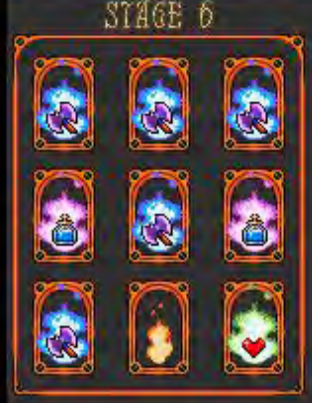
Unlimited lives	C9AF-47A7
99 lives	BB85-1D65
Unlimited energy	ACA9-D0D4 9DA9-D004 65A9-D064
Unlimited hearts	C06D-1DBF C76D-179F
99 hearts	2669-A964 DD69-A9A4 6569-A1D4
99 hearts after losing life	4929-1763
38 hearts	C46D-179F
After a hit, player is invincible	7CA4-D904 9DA4-D964 DDA4-D9A4
Small hearts worth 25	4929-1763
Small hearts worth 99	4929-17A3
Keep crashing weapons	C9A6-3D94
Longer invincibility after getting hit	EE6F-CFBF

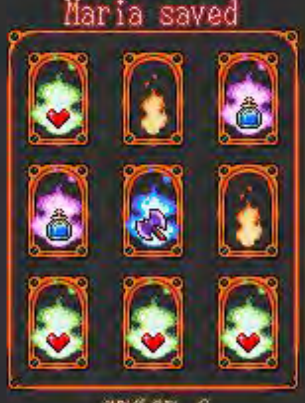


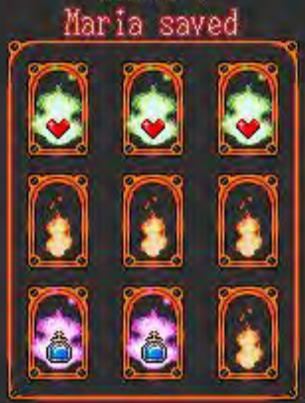


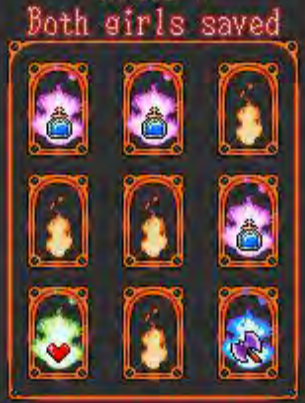












The first and largest column of passwords is the most basic set. They take you through the game without rescuing either of the girls.

The second middle column starts you out with the Key, the special item you need to rescue both Maria and Annet.

The last and smallest column gives you both girls and the best ending.

When rescuing Maria look for a door once you get to the vertical mine shaft and use the key on it. To rescue Annet look for a small waterfall coming out of the rock in an enemyless room and destroy it with your whip.

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It was Richter Belmont, the legendary vampire hunter, who succeeded in finally ending the menace of Count Dracula, Lord of the Vampires who had been brought back from the grave by the dark priest Shaft. However, one night 4 years later, under the glare of a full moon, Richter mysteriously vanished.

With no idea where to begin her search, Maria Renard set out to look for him. It was then that fate intervened. Castlevania, the castle of Dracula, which is rumored to appear once every century, suddenly materialized from out of the mist as if to show her the way.

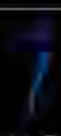
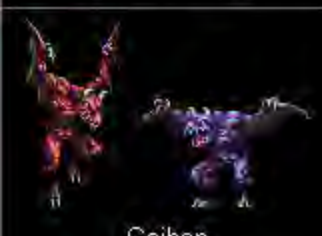
Meanwhile, powerful forces were struggling for the soul of a man named Alucard. The very same Alucard who had teamed up with Trevor Belmont to battle his immortal father, Count Vlad Tepes Dracula. Alucard, in order to purge the world of his own cursed blood line, had submerged his vampiric powers and entered into what was supposed to be an eternal slumber. But now, he is awake and aware of the evil once again at work in his homeland. The time has once again come for the forces of Good and Evil to engage in their ancient battle. Dracula's castle beckons you...

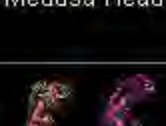
And no man can say who shall emerge victorious.

Released on October 2nd, 1997 for the Sony PlayStation, Castlevania: Symphony of the Night is to many the greatest game of the franchise. While most video games were transitioning to 3D gameplay, due to the emergence of Sony's PlayStation, Symphony of the Night instead kept the traditional Castlevania 2D format. The level layout, changed to a Metroid style, included save rooms located in various parts of the castle, rather than using the old password format from the NES and SNES games. The RPG elements which originally appeared in Simon's Quest were brought back as you are able to gain experience points and level up. Also added for the first time in a Castlevania game was a vast amount of weapons, armor, shields, helmets and items to choose from. Like a traditional RPG, equipping certain weapons and armor increases statistics, like attack and defense. One of the biggest changes in the game, and another major first for Castlevania is that instead of playing as a Belmont, or some other type of vampire hunter you play as Alucard, the son of Dracula. The same Alucard that fought along side Trevor Belmont in 1990's Castlevania III: Dracula's Curse. Alucard must find his way through Castlevania for a final showdown between himself and his father, Count Dracula. On his way to meeting his father, he must do battle against the most vicious creatures known to man, in a castle that is the largest of all the games of the series. Symphony of the Night features superb graphics and an excellent storyline, which has many movie type scenes throughout the game to keep you interested and wondering just what will happen next. The soundtrack on Symphony of the Night is the finest of all Castlevania games thus far. The music tracks match the levels and rooms perfectly. The gothic castle is so large, and has so many different passages and routes to take that you will find yourself not being able to put the game down, even after hours of play. There really is never a dull moment while playing Symphony of the Night. The Metroid style castle layout that made this game so successful has been used in many Castlevania releases after Symphony of the Night, including Harmony of Dissonance, Aria of Sorrow, Order of Ecclesia, and others. Castlevania: Symphony of the Night is an edge of your seat, action packed adventure which will be always remembered as the shining moment for the franchise. This is without a doubt the most popular Castlevania game to date, and will be cherished by fans of the series for many years to come.

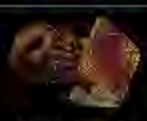
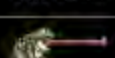
 Alucard	Adrian Farenheights Tepes, better known as Alucard, the son of Dracula. It is the year 1797, and Alucard has awakened from a self induced slumber and he ventures to Castlevania to find out what exactly has happened to cause the balance of power to shift from good to evil.
 Dracula	Count Dracula, whose real name is Vlad Tepes Dracula, has been brought back by the dark priest Shaft to rid the world of the human race. This time Dracula has one of the strongest armies of monsters on his side as they combine their forces to prevent Alucard from making his way to Dracula's Lair.
 Death	Dracula's most loyal servant, Death is the first individual that Alucard meets in the castle. He warns Alucard of making any attempt to defeat Dracula and even robs him of his weapons and armor. Death and Alucard have a showdown later on in the game.
 Shaft	The dark priest Shaft has one goal in mind, to resurrect Count Dracula and unleash the evil on to the world.
 Maria Renard	The sister of Richter's girlfriend Annette, Maria Renard came to Castlevania in search of Richter, who mysteriously vanished 4 years ago.
 Maria Renard	On the Sega Saturn version of the game, Maria Renard looked slightly different. She is also a boss, and a playable character on the Saturn version.
 Richter Belmont	Richter Belmont, a member of the great Belmont clan, has been missing for 4 years since the events of Rondo of Blood. It turns out Richter is lord of the castle, as he is being controlled by Shaft and stands in Alucard's way.
 Richter Belmont	The Sega Saturn version of Richter Belmont, wearing a jacket.
 Lisa	Alucard's mother, Lisa is the only human that Dracula has ever loved. She was burned at the stake after accusations of witchcraft, which led to Dracula's rage many years ago. The events of Lisa's death are reminded to Alucard throughout the game.
 Master Librarian	The Librarian will not aid anyone who opposes the master, Count Dracula. But for a price, he'll supply Alucard with weaponry, accessories, maps, and other useful items.
 Ferryman	The Ferryman, or Oarsman as he is sometimes referred, will take Alucard across areas of the frozen waters in the Abandoned Mine.
 Succubus	Succubus takes Lisa's form in a flashback Alucard has of her death. She changes Lisa's last words spoken in an attempt to distort Alucard's feelings in regards to humans, and turn him to the dark side.

Enemy	Description	HP	Dropped Items	Location
Archer	Fiendishly accurate archer	300	Heart Refresh, Vorpal Blade	Anti-Chapel
Armor Lord	Heavily armored undead warrior	84	Rapier, Saber	Colosseum, Outer Wall
Axe Knight	Low level axe knight	32	Axe, Bronze Cuirass	Alchemy Laboratory, Marble Gallery
Axe Knight	Well armored axe knight	42	Axe, Axe Lord Shield	Castle Keep, Colosseum, Outer Wall
Azaghal	Executioner of Hell	330	Covenant Stone, Mourneblade	Reverse Colosseum
Balloon Pod	Holds countless poison seeds	3	None	Anti-Chapel, Reverse Caverns
Bat	Vampire bats. Feared as servants of evil	1	Potion, Monster Vial 2	Cave, Entrance, Floating Catacombs, Royal Chapel, Underground Caverns
Bitterfly	Mutated insect. Visible only to magicians	4	Luck Potion, Mystic Pendant	Necromancy Laboratory
Black Crow	Flesh-eating raven	15	Aquamarine, Red Bean Bun	Royal Chapel
Black Panther	Liquid Creature. Takes black panther shape	35	Meal Ticket, Masamune	Anti-Chapel
Blade	Eldest Giant brother. Wields two huge daggers	380	Hunter Sword, Gold Plate	Black Marble Gallery, Entrance, Olrox's Quarters
Blade Master	Master of twin-bladed combat	65	Shotel, Cross Shuriken	Colosseum
Blade Soldier	Novice of twin-bladed combat	16	$400, Nakamura	Colosseum
Blood Skeleton	Revives due to blood soaked bones	9	None	Alchemy Laboratory, Catacombs, Floating Catacombs
Bloody Zombie	Eastern Church soldiers dispatched 300 years ago	24	Cloth Tunic, Basilard	Alchemy Laboratory, Entrance, Olrox's Quarters
Blue Raven	Spirit of long-dead blue raven	15	Zircon, Pork Bun	Royal Chapel
Blue Venus Weed	Advanced Venus Weed. Fed with demon blood	100	Zweihander, Heart Refresh	Reverse Caverns, Reverse Entrance
Bomb Knight	Bomb-tossing armored knight	46	TNT, Dynamite	Reverse Clock Tower
Bone Archer	Skeleton archer equipped with bow	10	$400, Magic Missile	Outer Wall, Underground Caverns
Bone Ark	Portable skull shrine carried by skeleton priests	250	Monster Vial 3, Skull Shield	Catacombs
Bone Halberd	Naginata-wielding skeleton	30	Javelin, Ham and Eggs	Royal Chapel
Bone Musket	Skeletons equipped with rifles	24	Magic Missile, Talisman	Colosseum, Outer Wall
Bone Pillar	Cannon built of white dragon skulls	64	Antivenom, Ballroom Mask	Royal Chapel
Bone Scimitar	Ferocious skeleton swordsman	18	Short Sword, Red Rust	Alchemy Laboratory, Colosseum, Entrance (only before visiting Alchemy Laboratory)
Cave Troll	Pre-intelligent bloodsucker with long tongue for sucking	88	Neutron Bomb, Nauglamir	Reverse Caverns
Cloaked Knight	Mysterious cloaked swordsman	65	Flamberge, Heaven Sword	Clock Tower, Reverse Clock Tower

Enemy	Description	HP	Dropped Items	Location
Corner Guard	Armored guard. Strong in perilous areas	48	Cutlass, Damascus Sword	Royal Chapel
Corpseweed	Plant with razor-sharp leaves	19	Antivenom, Potion	Abandoned Mine, Black Marble Gallery, Cave, Long Library
Ctulhu	Fire and ice demon. Seems reluctant to fight	200	Pentagram, Bat Pentagram	Death Wing's Lair, Marble Gallery, Necromancy Laboratory
Dark Octopus	Evil mutated octopus	280	Sushi, Green Tea	Reverse Caverns
Dhuron	Headless skeleton. Wields a rapier	32	Hide Cuirass, Rapier	Long Library
Diplocephalus	Nauseating two-headed beast. Which is the head?	80	Pentagram, Tart	Marble Gallery
Discus Lord	Discus-wielding armored knight	450	Chakram, Jewel Sword	Catacombs
Dodo Bird	Rare bird. Runs when sees people	2	Heart Broach, Runesword	Reverse Entrance
Dragon Rider	White dragon ridden by Flea Man	120	None	Reverse Entrance
Ectoplasm	Physical manifestations of bodiless tormented souls	18	Uncurse, Manna Prism	Long Library
Fire Demon	Flame demon	320	Fire Shield, Marsil	Necromancy Laboratory
Fire Warg	Fireball-spitting wolf	200	Turquoise, Karma Coin	Reverse Caverns
Fishhead	Fish head guardian	70	Resist Ice, Icebrand	Underground Caverns
Flail Guard	Skeleton equipped with spiked iron flail	36	Morningstar, Pot Roast	Clock Tower
Flea Armor	Flea Man armed with axe and shield	18	High Potion, Iron Cuirass	Clock Tower, Long Library
Fleaman	Strange human-like creature	11	Takemitsu, Cheese	Marble Gallery
Flea Rider	Flea Man riding on specially trained war-goose	17	Turkey, Ham and Eggs	Castle Keep
Flying Zombie	Zombies which attack even when cut in half	190	Shuriken, Frankfurter	Death Wing's Lair
Frog	Cave-dwelling frog	2	Knuckle Duster, Pizza	Underground Caverns
Frozen Half	New-half ice spirit. Servant of Galamoth	118	Necklace of J, Opal Circlet	Floating Catacombs
 Frozen Shade	Ice-wielding female spirit	16	Ice Mail, Ice Cream	Underground Caverns
 Gaibon	Fire-breathing flying demon	200	None	Alchemy Laboratory, Cave, Entrance (after visiting Alchemy Laboratory, before defeating Gaibon and Slogra there)
Ghost	Low level flaming ghosts	11	$400, Antivenom	Marble Gallery
Ghost Dancer	Skeleton with leaping attack	30	Buffalo Star, Stone Mask	Death Wing's Lair
Gorgon	Armor plated war-beast	240	Hammer, Stone Sword	Black Marble Gallery

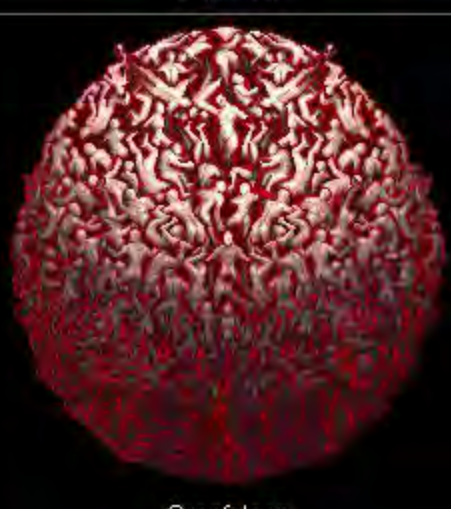
Enemy	Description	HP	Dropped Items	Location
Grave Keeper	Grave keeper. Master of unarmed combat	123	Miso Soup, Natou	Catacombs, Colosseum
Gremlin	Pyromaniacal gremlin	100	Resist Fire, Fire Mail	Abandoned Mine, Catacombs, Necromancy Laboratory
Guardian	High level Armor Lord	500	Great Sword, God's Garb	Black Marble Gallery
Gurkha	Giant brother. Wields a gurkha knife	420	Combat Knife, Gold Plate	Black Marble Gallery, Entrance
Hammer	Giant brother. Uses huge steel hammer	250	Hammer, Gold Plate	Olrox's Quarters
Harpy	Creature with head of woman and body of bird	26	Apple, Life Apple	Clock Tower
Hellfire Beast	Thunder-wielding demon. Called "Musician from Hell"	380	Lightning Mail, Fire Mail	Catacombs
Hunting Girl	Invisible huntress spirit	88	Were Bane, Cheesecake	Colosseum, Royal Chapel
Imp	Mischievous little demon	43	Luck Potion, King's Stone	Anti-Chapel, Necromancy Laboratory, Reverse Caverns
Jack O'Bones	Expert at throwing weapons	20	Shuriken, Flame Star	Black Marble Gallery, Reverse Caverns, Reverse Entrance, Reverse Outer Wall
Karasuman	Demon Lord of Ravens	500	Resist Dark, Ring of Feanor	Clock Tower, Death Wing's Lair
Killer Fish	Master Fish-head	120	Aquamarine, Sushi	Reverse Caverns, Underground Caverns
Large Slime	Monster created from slimy gel substance	64	None	Catacombs
Lesser Demon	Short magic-wielding demon. Summons demonic allies	400	Obsidian Sword, Holbein Dagger	Long Library, Necromancy Lab
Lion	The cowardly lion	150	Gauntlet, Fist of Tulkas	Forbidden Library
Lossoth	Searches among graves and knows much wise lore	99	Sirloin, Firebrand	Catacombs
Magic Tome	Book of ancient weapons	22	$2000, Saber	Long Library
Malachi	Gruesome Demon from Hell	450	Dark Shield, Dark Armor	Death Wing's Lair
Marionette	Demonic puppet from Hell	20	Smart Potion, Circlet	Marble Gallery
Medusa Head	From Medusa's hair	12	Resist Stone, Medusa Shield	Black Marble Gallery, Clock Tower, Death Wing's Lair, Outer Wall
Medusa Head	From Medusa's hair. Can petrify	12	Resist Stone, Medusa Shield	Black Marble Gallery, Clock Tower, Death Wing's Lair, Reverse Clock Tower, Outer Wall
 Merman	Legendary "creature". Attacks all invaders	10	Zircon, Monster Vial 1	Entrance
Merman	Fireball-spitting Merman. Largest of merman kind	10	Zircon, Monster Vial 1	Entrance
Minotaur	Half-man, half-bull	320	Sirloin, Fury Plate	Reverse Colosseum
Mudman	Animated mud golem	15	None	Long Library (during the boss fight with a Lesser Demon)
Nova Skeleton	Wields fearsome beam weapon	20	Monster Vial 3, Terminus Est	Black Marble Gallery, Reverse Caverns, Reverse Entrance, Reverse Outer Wall
Orobourous	Wyrm controlled by Flea Man	200	Karma Coin, Lapus Lazuli	Reverse Entrance
Ouija Table	Possessed Ouija table	20	Barley Tea, Morning Set	Marble Gallery

Enemy	Description	HP	Dropped Items	Location
Owl	Local barnyard owl Mutated by castle's influence	26	None	Colosseum, Entrance
Owl Knight	Heavily armored knight. Attacks with trained owl	180	Cutlass, Medal	Colosseum, Entrance
Paranthropus	Giant skeleton	100	Gauntlet, Ring of Varda	Colosseum, Reverse Outer Wall
Phantom Skull	Executed soldier's head. Hunting for vengeance	15	Felt Hat, Resist Dark	Clock Tower
Plate Lord	Heavily armored knight with iron ball	90	Iron Ball, Neutron Bomb	Colosseum, Marble Gallery
Rock Knight	Rock-tossing armored knight	160	Jewel Knuckles, Platinum Mail	Reverse Caverns
Salem Witch	Ghost witches from Salem	180	Gold Circlet, Shortcake	Abandoned Mine, Necromancy Laboratory
Salome	Young female witch	210	Wizard Hat, Manna Prism	Floating Catacombs
Scarecrow	Impaled man looking for brain	120	Javelin, Muramasa	Forbidden Library
Schmoo	Monster nicknamed "schmoo"	50	Ramen, Crissaegrim	Forbidden Library
Scylla Wyrm	Snake living off Scylla	130	None	Underground Caverns
Skelerang	Boomerang wielding skeleton	18	Boomerang, Fire Boomerang	Marble Gallery, Olrox's Quarters, Royal Chapel
Skeleton	Magically animated skeleton	9	Shield Potion, Monster Vial 3	Alchemy Laboratory, Floating Catacombs, Marble Gallery, Outer Wall
Skeleton Ape	Animated ape skeleton. Hurls wooden barrels	10	Banana, TNT	Outer Wall, Underground Caverns
Skull Lord	Giant skull spirit	80	Scimitar, Skull Shield	Clock Tower, Reverse Keep
Slime	Monster made from gel	32	None	Catacombs
Slinger	Bone-hurling skeleton	12	Leather Shield, Knight Shield	Marble Gallery
Slogra	Demon with enchanted spear	200	None	Alchemy Laboratory, Cave, Entrance (after visiting Alchemy Laboratory, before defeating Slogra and Gaibon there)
Sniper of Goth	Angel Archer. Slew Amalaric of the Goths	50	Magic Missile, Brilliant Mail	Anti-Chapel
Spear Guard	Armored warrior with naginata	20	Javelin, Iron Cuirass	Outer Wall, Underground Caverns
Spectral Sword	Evil demon-sword. Causes poltergeist phenomena	90	Broadsword, Bastard Sword	Olrox's Quarters
Spectral Sword	Evil demon-sword. Causes poltergeist phenomena	100	Broadsword, Bastard Sword	Royal Chapel
Spectral Sword	Evil demon-sword. Causes poltergeist phenomena	540	Gurthang, Mablung Sword	Anti-Chapel

Enemy	Description	HP	Dropped Items	Location
 Spellbook	Book of beginner's spells	26	$1000, Pentagram	Long Library
Spittle Bone	4-legged skeleton. Drips poison	18	None	Alchemy Laboratory
Stone Rose	Mutated plant. Seeds petrify	60	Leather Shield, Meal Ticket	Marble Gallery
Stone Skull	Indestructible spinning skull	???	None	Black Marble Gallery, Reverse Colosseum, Reverse Outer Wall
Sword Lord	Knight armed with Greatsword	61	Cutlass, Bekatowa	Clock Tower, Outer Wall
Thornweed	Plant with razor-sharp leaves	12	Grapes, Strawberry	Abandoned Mine, Black Marble Gallery, Catacombs, Long Library
Tin Man	Heartless tin man	48	Lunch A, Mojo Mail	Forbidden Library
 Toad	Toad magically enlarged by demonic baptism	10	Blue Knuckles, Pizza	Underground Caverns
Tombstone	Gravestones possessed by evil spirits of dead	5	Katana, Green Tea	Reverse Keep
Valhalla Knight	Bloodthirsty undead knight who eternally seeks combat	161	Estoc, Claymore	Colosseum, Olrox's Quarters, Reverse Clock Tower
Vandal Sword	Sword Lord wields sword even when banished	120	Holy Sword, Muramasa	Clock Tower
Venus Weed	Watered with human blood	100	Coral Circlet, Heart Refresh	Abandoned Mine
Warg	Wolves which guard castle entrance	32	None	Entrance (only before entering Alchemy Laboratory)
Warg Rider	Skeleton mounted on Warg	120	None	Reverse Entrance
Wereskeleton	Were panther skeleton	33	Str. potion, Garnet	Catacombs
Werewolf	Half-man, half-wolf	280	Iron Fist, Yasutsuna	Reverse Colosseum
White Dragon	Animated skeleton of huge dragon	260	None	Reverse Colosseum
Winged Guard	Slow-flying skeleton warrior	15	Iron Shield, Javelin	Royal Chapel
Yorick	Skeleton eternally chasing his own skull	10	Monster Vial 3, Skull Shield	Reverse Keep
Zombie	Fresh corpses. Magically animated	1	$100, Cloth Tunic	Entrance

These enemies are only on the Sega Saturn version

Enemy	Description	HP	Dropped Items	Location
Copper Armor	The excellent items valuable by the antique-like meaning	230	None	Hell Garden
Efreet	Demon who is angry. Literally, a man who burns	330	Fire Mail, Marsil	Hell Garden
Gardner	Crazy gardener in the Castlevania. He doesn't pardon for the rude person who wastes a garden	130	Orange, Peanuts	Underground Garden
Gargoyle	Statue to be alive. Made of marble. Automatic crime prevention system of Castlevania	80	$400, Resist Stone	Cursed Prison
Gargoyle	Statue to be alive. Made of marble. Automatic crime prevention system of Castlevania	110	Hammer, Double Blade Axe	Soul Prison
Human Face Tree	He doesn't exterminate a human face fruit and the smile	250	Apple, Antivenom	Underground Garden
Maria Renard	Vampire hunter looking for Richter Belmont	400	None	Castle Center
Red Gargoyle	Statue to be alive. Made of terra-cotta. Automatic crime prevention system of Castlevania	50	$100, Zircon	Underground Garden
Skeleton Beast	Synthetic beast that collects various animal-bones and was made	6	None	Underground Garden
Skeleton Breeder	Chase soldier skeleton who takes the Skeleton Beast	12	None	Underground Garden
Skeleton Guardian	Skeleton equipped with shield and spear. The guard of the important point was appointed	320	None	Hell Garden
Skeleton Leader	Skeleton soldier's leader. Bone defeated at power duel in castle	444	None	Underground Garden
Specter	Ghost without substance. Only arms of the holy attribute can be eliminated	20	Antivenom, Manna Prism	Cursed Prison
Venus Man Trap	Giant venus fly trap. It preys on not the fly but human	128	Banana, Woodland Shield	Underground Garden
Water Leaper	The charm of the water texture is similar to a delicious chicken	10	None	Underground Garden
Wight	The one to manipulate corpse. Light who covers a corpse is the main body	280	Dark Shield, Skull Shield	Soul Prison
Will O' Wisp	Oppressed soul. The abhorrence doesn't disappear eternally	4	Potion, Manna Prism	Cursed Prison
Wraith	Fearful ghost. Attention is necessary for touch of the death	300	Pentagram, Muramasa	Soul Prison

Boss	Description	HP	Location
Akmodan II	Ancient egyptian mummy	1200	Death Wing's Lair
Beelzebub	Beelzebub Lord of Flies	2000	Necromancy Lab
Cerberos	Watchdog of Hell	800	Abandoned Mine
The Creature	Made from the body parts of powerful warriors	1100	Reverse Outer Wall
Darkwing Bat	Giant vampire bat	600	Reverse Clock Tower
Death	Dracula's close friend	888	Cave
Doppleganger10	Shape-shifting demon	120	Outer Wall
Doppleganger40	Shape-shifting demon	777	Reverse Underground Cavern
Dracula	Destroyed by Richter in 1792. (5 years ago)	600	Final Stage: Bloodlines
Dracula (2nd form)	Destroyed by Richter in 1792. (5 years ago)	1200	Final Stage: Bloodlines
Dracula (3rd form)	Lord of Wallachia. Father of Alucard	10000	Black Marble Gallery
Fake Grant	Zombie impersonating Grant	800	Colosseum
Fake Sypha	Zombie impersonating Sypha	1000	Colosseum
Fake Trevor	Zombie impersonating Trevor	1200	Colosseum
Gaibon	Fire-breathing flying demon	200	Alchemy Lab
Galamoth	Magical being with plan to rule the netherworld	12000	Floating Caracombs
 Granfaloon	Nightmarish creature. Composed of many	400	Catacombs

Boss	Description	HP	Location
Hippogryph	Part horse, lion, and eagle	800	Royal Chapel
Karasuman	Demon Lord of Ravens	500	Clock Tower
Lesser Demon	Short magic-wielding demon. Summons demonic allies	400	Long Library
Medusa	Snake-headed demoness with gaze of stone	1100	Anti-Chapel
Minotaurus	Bull-headed monster	300	Colosseum
Olrox	Magic wielding vampire. Rules upper part of castle	666	Olrox's Quarters
Richter Belmont	Master Vampire hunter	400	Castle Keep
Scylla	Mythological sea monster	200	Underground Cavern
Shaft	Dark Priest of Dracula	1300	Black Marble Gallery
Slogra	Demon with enchanted spear	200	Alchemy Lab
Succubus	Female demon. Invades men's dreams	666	Underground Cavern
Werewolf	Shape-shifting lycanthrope	260	Colosseum
Maria Renard	Vampire hunter looking for Richter Belmont	400	Castle Center (Saturn only)
Skeleton Leader	Skeleton soldier's leader. Bone defeated at power duel in castle	444	Underground Garden (Saturn only)

Castlevania
Symphony of the Night

LET THE SYMPHONY

The gigantic Castlevania: Symphony of the Night is an explorer's dream game. This ProStrategy Guide starts in Dracula's castle, which is packed with traps, monsters, hidden areas, and valuable items. Plus, we show you how to get bat, mist, and wolf forms.

By Major Mike

Note: If you haven't played the game, read no further! You should discover the game's secrets yourself and use this guide only if you're stuck.

Controller Legend

- □ = Right-Hand Attack
- ○ = Left-Hand Attack
- ✕ = Jump
- △ = Special
- L1 = Mist Transformation
- R1 = Bat Transformation
- R2 = Wolf Transformation

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

BASICS OF VAMPIRE HUNTING

Dropped Weapons

Defeated monsters drop some of the best weapons. For example, the Medusa Shield is one of the most powerful shields, but it's found only by killing a Medusa head.

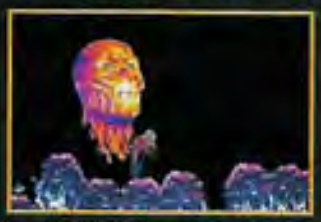
Hidden Weapon Powers

Some weapons have hidden powers that are unleashed by certain joypad motions and button presses. For example, with the Sword of Dawn, motion ↓ ↘ → and press either Attack button. The sword unleashes skeleton warriors that attack enemies. Other swords require variations on the same motion. These attacks decrease your magic meter.

Special Button

As Alucard you can do a back slide, which may seem worthless and ineffective but is handy for retreating quickly.

Item Combinations



The Shield Rod is a weak weapon by itself. However, if you put the rod in one hand, any shield in the other, and simultaneously press the Right- and Left-Hand Attack buttons, you'll get a powerful result. For example, the Shield Rod and the Dark Shield combine to unleash a horde of demons that purge onscreen enemies.

The Shield Rod can also be combined with the Alucard Shield.

Familiars

Familiars are located throughout the game. Whenever you find one, go to the Relics Option menu to activate it. Some Familiars are more effective than others, depending on the situation, and some have formidable powers that are unlocked when they reach certain experience levels.

Sword Familiar

Once you've acquired the Sword Card, raise the Sword Familiar to level 50. At that level, the Familiar becomes an actual sword you can wield. Furthermore, when you summon the Sword Familiar again, Alucard will have an added attack —a blast that clears the screen. Motion ↓ ↘ → ↗ ↑, hold ↑ for two seconds, then simultaneously tap ↓ and any Attack button.

Bat Familiar

When the Bat Familiar reaches level 50, he summons three bats to help you out whenever you assume bat form. The bat buddies also spit fireballs, so you can line them up for a fireball firing squad.

PlayStation

BEGIN!

Spells

Some spells can be purchased from the Master Librarian; others are revealed as your experience level increases.

Hellfire

Motion ↑ ↓ ↘ → and then press Right- or Left-Hand Attack for the Hellfire. Before launching the fireball, you teleport and can change where you appear by pressing Left or Right. To launch two fireballs, hold ↑ after pressing an Attack button. To cancel the fireball attack, press and hold ↓ after pressing an Attack button. You can use the teleport to pass through enemies and to escape certain tough situations.

Dark Metamorphosis

Motion ← ↖ ↑ ↗ → and press any Attack button. You turn red, and in the next few seconds enemies killed that bleed (like a bloody zombie) add a little to your life meter.

Soul Steal

Motion ← → ↘ ↓ ↙ ← → and press any Attack button. Onscreen enemies are drained of energy, which in turn adds to your life meter. In addition, you can also reveal secret areas using this spell.

Tetra Spirit

Hold ↑ two seconds, then motion ↗ → ↘ ↓ and press any Attack button. Alucard launches four balls of mist that seek out and attack nearby targets.

Summon Spirit

Tap ←, →, ↑, ↓ and press any Attack button. Alucard unleashes a ball of mist that seeks out and attacks the nearest targets.

Transport Portal

Transport Portals enable you to teleport around the castle. To activate one, stand at the keyhole and press Up.

Other Good Stuff

Vertical Jump

Quickly tap ↓, ↑ to do a very high vertical jump. You can do this move only after you've acquired the Gravity Boots.

Emergency Escape

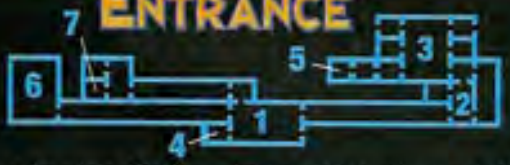
Use the Library Card to escape a fight if you're about to die. Using this item always takes you to the Master Librarian.

Castle Key

1. Entrance
2. Marble Gallery
3. Alchemy Laboratory
4. Long Library
5. Outer Wall
6. Coliseum
7. Catacombs
8. Castle Keep
9. Royal Chapel
10. Clock Tower
11. Abandoned Mine
12. Ground Water Vein
13. Orlox's Room

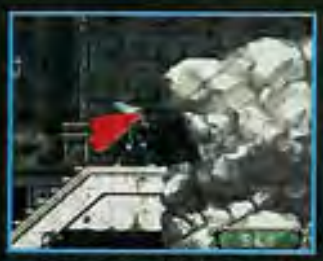
Castle Map

ENTRANCE



The first area to be aware of is the giant rock in the room with the Fish Men (1). Slash the side of the rock to create a passage you can run through.

You start the game armed with powerful weapons and armor, so getting through the opening hallways should be a breeze...



...until you meet Death (2), who takes away all your weapons! Proceed up to the big room (3), kill the skeleton warrior, and get his red rust sword. Also get the Cube of Zoe on the top floor of the room. The cube lets you see power-ups and other collectable items.

Later On...

Later in the game, when you can change into a bat, fly up to the room at the drawbridge (6) to get the Power of Wolf. Fly to the area in the ceiling of the room that has the Fish Men (1) in order to find valuable items and a room where you can save your game (7).

As the wolf, run from left to right through the rock in the center of the room. This opens up the wall in the room's lower left corner (4).

ALCHEMY LABORATORY

First, get the Leather Shield from the burning flame in the left corner (1) of the room.

Slash the floor and the right wall at the base of the tower (2) to reveal two hidden areas. A Life Max-Up is in the secret room below, and a Heart Max-Up is in the room to the left. Don't try going to the Royal Chapel (3)—a magically sealed door blocks the way. Instead, head to the right and fight Slogra and the Demon (4).

Slogra and Demon

Equip a short sword, shield, and axe, then fight the bosses. Wait for the Demon to pick up Slogra, then use the axe to maximize your hearts since the axe will hit them both. After enough hits, Slogra loses his spear and the Demon falls to the ground. When the Demon falls, crouch next to him and slash rapidly to finish him off. Focus on Slogra next and use the sword. Then you're off to the Marble Gallery.

MARBLE GALLERY

The Marble Gallery is almost the entire width of the castle, and it leads to the Ground Water Vein, Outer Wall, and Orlox's Room.

You meet Maria for the first time in the center Clock Room (1). To open the top right passageway, you need the Pocket Watch. The passage to the left can be reached only when you have the double-jump capability and the center passage can be reached only when you can turn into a bat.

Don't bother going into the small room to the top left—another magically sealed door blocks your path (2). Head to the right and to the Outer Wall.

OUTER WALL

range, but don't corner him. If you do, he'll turn into a bat and use the Wing Smash. Your prize for defeating the Doppleganger: a Life Max-Up. In the next room (7) is a Claduis Sword.

Remember the gate on the left side of this area (1)—you'll want to return to it after obtaining the Mist Form power. Above is a small room (2) with a pot roast hidden behind a crumbling wall.

Doppleganger Boss

Make sure you have an axe special weapon and equip the short sword and a shield. The Doppleganger (3) is armed with a throwing knife and a sword, and can turn into a bat. Crouch and wait for the boss to make the first move. He'll throw a few knives, then jump. When he jumps, move in and strike him before he lands. Use the axe to hit him when he's beyond sword

After defeating the boss, you can now go to the upper half of the tower. The first thing to do is activate the elevator. Hit the switch under the elevator machine (4) until it starts up, then go back down to the elevator car (5).

Now you can open the door and get the Soul of Wolf. This will enable you to change into a wolf.

Return to the elevator machine (4), turn into a wolf, and get the Heart Max-Up to the right.

Off to the tower's left is a Transport Portal (6) that takes you back to the castle's entrance. Exiting the teleporter lets you drop the barrier between it and the Entrance stage (5 on the Entrance map).

WOLF FORM

You can run faster and jump higher in Wolf Form. Here are the other wolf powers you can obtain:

Power of Wolf: Lets you run at lightning-fast speeds (tap twice in either direction and then hold the second tap).

Skill of Wolf: Lets you to do the Wolf Charge (motion ↓ ↘ → and press the Left Attack button).

LONG LIBRARY

The Master Librarian (5) is one of the most important characters. When you first meet him, buy the Jewel of Open to open the magically sealed doors. Also buy the Castle Map and as many magic scrolls as possible to help you unlock your spell powers.

Back to the Lab

Now backtrack to the Alchemy Laboratory (3 on the Alchemy Laboratory map) and open the magically sealed door. Now you can enter the Royal Chapel (read the description for the Royal Chapel on the next page). Take the teleporter in the Outer Wall area (6 on the Outer Wall map) for a shortcut to the Entrance area (5 on the Entrance map).

The Soul of Bat is in the Library, but you won't find it on your first visit there. First, you must get the Form of Mist from the Coliseum. You'll find the Bat Form on your subsequent visit to the Library.

BAT FORM

In bat form, you can fly to previously inaccessible areas. Four items can be found that enhance the bat's powers.

Fire of Bat: Shoot fireballs (press any Attack Button).

Echo of Bat: Sends out a sonar beam that lets you see in the dark.

Force of Echo: Your echo is lethal.

Wing Smash: Press and hold ×, motion ↑↗→↘↓↙←↖, release ×. You speed across the screen and smash anything in your path.

CASTLE KEEP

The prize in this area is the Leap Stone. Go down the hallway (1), killing the Axe Knights as you go. Also keep a lookout for flying Flea Riders. The Leap Stone is to the far left on the platform above (2). After you get the stone, take the transporter in the room to the lower right (3).

Return to the Marble Gallery

Return to the Clock Room in the Marble Gallery where you first encountered Maria (1 on the Marble Gallery map). Use the Pocket Watch to open the upper right side of the clock (3), jump up, and collect the items. To reach Orlox's Room, double jump to the hidden area in the upper left (4).

LEAP STONE

Once you've obtained the Leap Stone from the Castle Keep, you can do a double jump and a flying kick. To do a double jump, tap the Jump button twice. To do the flying drop kick, double jump, and after the second jump, tap and hold ↘, ↓, or ↙. This damages enemies and shoots you back

ROYAL CHAPEL

Spirit spell and get the goggles upstairs in the room to the left (3). Through the lower door (4) is the Knight Shield and a back passage to the Coliseum that is blocked.

In the Confessional (5), sit in either chair. If either the priest or the woman draws the curtain, get out of the chair—it's a trap. If neither one does this, you may be rewarded with health items. When climbing the towers (6-8), use the Summon Spirit spell to get rid of the annoying black crows that attack from above. Forget about the hallway in the first tower (9)—a statue's blocking it from the other side.

When you're climbing the stairs (1), have the Holy Water—it makes killing the Bone Pillars and corner guards a breeze. Be careful of the spiked ball at the top of the stairs—it inflicts massive damage if it rolls over you.

When you reach the Spectral Sword (2), destroy it with the Summon

Hippogryph Boss

Have the Holy Water when fighting Hippogryph (10). Get close, crouch to avoid its fire breath, and slash it. It also lays eggs that hatch into little birds. Slash the eggs before taking on the boss again.

ORLOX'S ROOM

Slash the wall to the lower right in the big room (1) to reveal a secret area. A teleporter is at the end of the long hallway to the far right (2). Don't bother with the tunnel above the door (3)—you need bat form before you can reach it. Head back to the main room (1) and to the left. The Coliseum is next.

COLISEUM

You're going to need a powerful weapon if you expect to survive this stage. If you kill a Hunting Girl, you may get a special sword, the Were Bane. With this weapon equipped, motion ↓ ↘ → and press Attack to rapidly slash an enemy. The Axe Knight drops a similar sword, the Rapier. Try to find either weapon before fighting the bosses.

The Shield Rod is in the lower left corner of the Coliseum (3). Between you and the rod, however, are several snipers and Axe Lords. Use a shield to deflect the sniper fire and a strong sword to kill enemies as you slowly advance.

Stand to the right of the second pillar from the left at the top of the Coliseum (2). Use the axe or a Soul Steal spell to knock away the ceiling rock and reveal a secret entrance. Inside the room is a Nosedevil Card that enables you to summon the Nosedevil Familiar.

MIST FORM

This form allows you to pass through some gates and to reach high places.

Form of Mist: Turn into mist for a brief period.

Power of Mist: Stay in mist form for a longer period of time.

Gas Cloud: Turn into a poisonous cloud.

Minotaur and Werewolf

Boss

Meet the tag team from hell (4). Before fighting the bosses, be sure you have the axe. Attack the Werewolf with the Were Bane. After two or three slash barrages, the Werewolf should die. If you don't finish him quickly, the Werewolf teams up with the Minotaur for deadly tag-team attacks. When the Werewolf's gone, use the axe on the Minotaur. When the Minotaur throws his axe in the air, he's readying his deadliest attack, a flaming uppercut. Jump over the Minotaur when he rushes and slash him when he lands.

After defeating the bosses, continue to the right (5) and get the Form of Mist. Now you can transform into mist for a brief time. The Coliseum has two save rooms (1).

Back to the Library

The first item to collect is the Faerie Scroll located in the upper right corner of the library (1). The Scroll displays an enemy's name when you fight it.

To find a hidden room, push on the bookshelf on the right wall in the top room (3). Inside is a Holy Rod and some other items. Equip the rod.

Lesser Demon

Boss

The boss is in the lower part of the library (4), and he's simple to defeat. When he first approaches from the left, crouch and flail away with the Holy Rod. If that doesn't finish him off, he'll take to the air and summon monsters to his aid.

After defeating the boss, proceed below, where you'll find the Soul of Bat (6). Now you can turn into a bat and fly by night.

Once you've obtained the Soul of Bat, you can fly to the room in the upper top-left corner (2) and get the Faerie Card.

FAERIE FAMILIAR

Buy the Hammer and Wonder Drug. Alucard can't use these items, but the Faerie can: She uses the Hammer to break you out of a petrified state and the Wonder Drug to bring you back from the dead. She can also cure you of a cursed or poisoned state.

Into the Night

Now that you have Alucard's three forms, the rest of Castlevania awaits.

Unlockables

Play as Richter Belmont	Beat the game once, then start a new file and name it RICHTER
Play as Axe Lord Armor	Beat the game once, then start a new file and name it AXEARMOR
New game with 99 luck	Beat the game and begin a new file with the name X-XIV"Q
Best Ending	In the battle with Richter, wear the glasses Maria gave you and defeat the green specter. After completing both castles with a percentage of at least 196, defeat Dracula
Good Ending	In the battle with Richter, wear the glasses Maria gave you and defeat the green specter. After completing both castles with a percentage below 150, defeat Dracula
Bad Ending	Defeat Richter, while wearing the glasses Maria gave you
Worst Ending	Defeat Richter, but don't wear the glasses Maria gave you
Music Test	Beat the game with having of 190% map completion. Start a new game and you will be able to listen listen to all the music in Librarian buy/sell window
Message from Alucard and a Hidden Song	Place the game disc into your CD Player (or use the player built into your Playstation). Listen to track 2, Alucard will explain what track 1 is, and an extra song will be played
Start game with Better Stats	If you beat Dracula at the start of the game with Richter without getting any sub-weapons (you can however push triangle to ignite Richter's whip on fire) AND without getting hit you start the game off with Alucard with the following stats: HP: 80, MP: 20, HEART: 50, STR: 9, CON: 8, INT: 8, LCK: 12. Normally you start the game off with: HP: 70, MP: 20, HEART: 50, STR: 7, CON: 7, INT: 6, LCK: 8
Start the game with Heart Refresh	Use up every single heart you have in the Prologue
Start the game with a Neutron Bomb	Collect 15 more hearts in the prologue (you start with 30, so you will end up with at least 45)
Start the game with a Potion	You need to have full life at the end of the battle (this also works if you lose and let Maria bring you to full HP)

Game Shark Cheat Codes

Player Level V99	80097BEE 0FFF
Infinite MP	80097BB0 00FF
Infinite Gold	80097BF2 0FFF
Infinite Hearts	80097BA8 00FF
Infinite Health	80097BA0 270F 80097BA4 270F
Max Attack	800F4BF6 1400
Max Guard	800F504E 1400
Max STR	80097BB8 03E7
Max CON	80097BBC 03E7
Max INT	80097BC0 03E7
Max LCK	80097BC4 03E7
Max EXP	80097BEC 423F 80097BEE 000F
All Special Items (Set One)	80097982 8180 80097984 8382 80097986 8584 80097988 8786 80097964 0303 80097966 0303 80097968 0303 8009796A 0303 8009796C 0303 8009796E 0303 80097970 0303 80097972 0303 80097974 0303 80097976 0303
All Special Items (Set Two)	80097978 0303 8009797A 0303 8009797C 0303 8009797E 0303 80097980 0303
Have Knight Shield	30097990 0010
Have Iron Shield	30097991 0010
Have Axelord Shield	30097992 0010
Have Dark Shield	30097994 0010
Have Shaman Shield	30097996 0010
Have Skull Shield	30097998 0010
Have Alucard Shield	3009799A 0010
Have Basilard	3009799C 0010
Have Short Sword	3009799D 0010
Have Combat Knife	3009799E 0010
Have Nunchaku	3009799F 0010
Have Were Bane	300979A0 0010
Have Rapier	300979A1 0010
Have Karma Coin	300979A2 0010
Have Magic Missile	300979A3 0010
Have Takemitsu	300979A5 0010
Have Shotel	300979A6 0010
Have Orange	300979A7 0010
Have Banana	300979A9 0010
Have Shiitake	300979AF 0010
Have Parfait	300979B3 0010
Have Spaghetti	300979C1 0010
Have Meal Ticket	300979D0 0010
Have Power of Sire	300979D2 0010
Have Pentagram	300979D3 0010
Have Bat Pentagram	300979D4 0010
Have Shuriken	300979D5 0010
Have Cross Shuriken	300979D6 0010
Have Buffalo Star	300979D7 0010
Have Flame Star	300979D8 0010
Have TNT	300979D9 0010
Have Bwaka Knife	300979DA 0010
Have Boomerang	300979DB 0010
Have Javelin	300979DC 0010
Have Tyrfing	300979DD 0010
Have Namakura	300979DE 0010
Have Knuckle Duster	300979DF 0010
Have Sword of Hador	300979F0 0010
Have Zwei Hander	300979F1 0010
Have Luminus	300979F3 0010
Have Harper	300979F4 0010
Have Obsidian Sword	300979F5 0010
Have Gram	300979F6 0010
Have Jewel Sword	300979F7 0010
Have Mormagil	300979F8 0010
Have Fire Brand	300979F9 0010
Have Thunderbrand	300979FA 0010
Have Ice Brand	300979FB 0010
Have Stone Sword	300979FC 0010
Have Holy Sword	300979FD 0010
Have Terminus Est	300979FE 0010
Have Dark Blade	30097A00 0010
Have Fist of Tulkas	300979A02 0010
Have Gurthang	30097A03 0010
Have Mourneblade	30097A04 0010
Have Alucard Sword	30097A05 0010
Have Mablung Sword	30097A06 0010
Have Badelaire	30097A07 0010
Have Equipable Sword Familiar	30097A08 0010
Have Great Sword	30097A09 0010
Have Mace	30097A0A 0010
Have Morning Star	30097A0B 0010
Have Star Flail	30097A0D 0010
Have Moon Rod	30097A0E 0010
Have Chakram	30097A0F 0010
Have Fire Boomerang	30097A10 0010
Have Iron Ball	30097A11 0010
Have Holbein Dagger	30097A12 0010
Have Blue Knuckles	30097A13 0010
Have Dynamite	30097A14 0010
Have Osafune Katana	30097A15 0010
Have Masasume	30097A16 0010
Have Muramasa	30097A17 0010
Have Heart Refresh	30097A18 0010
Have Rune Sword	30097A19 0010
Have Uncurse	30097A1B 0010
Have Strength Potion	30097A1E 0010
Have Luck Potion	30097A1F 0010
Have Smart Potion	30097A20 0010
Have Attack Potion	30097A21 0010
Have Shield Potion	30097A22 0010
Have Resist Fire	30097A23 0010
Have Resist Thunder	30097A24 0010
Have Resist Stone	30097A26 0010
Have Resist Holy	30097A27 0010
Have Resist Dark	30097A28 0010
Have Elixir	30097A2B 0010
Have Vorpal Blade	30097A2D 0010
Have Yasutsuna	30097A2F 0010
Have Library Card	30097A30 0010
Have Alucard Shield	30097A31 0010
Have Silver Plate	30097A39 0010
Have Platinum Mail	30097A3B 0010
Have Fire Mail	30097A3D 0010
Have Ice Mail	30097A3F 0010
Have Spike Breaker	30097A41 0010
Have Dark Armor	30097A43 0010
Have Holy Mail	30097A45 0010
Have Brilliant Mail	30097A47 0010
Have Fury Plate	30097A49 0010
Have God's Garb	30097A4B 0010
Have Ballroom Mask	30097A4F 0010
Have Felt Hat	30097A51 0010
Have Goggles	30097A53 0010
Have Holy Glasses	30097A55 0010
Have Stone Mask	30097A57 0010
Have Gold Circlet	30097A59 0010
Have Opal Circlet	30097A5B 0010
Have Beryl Circlet	30097A5D 0010
Have Coral Circlet	30097A5F 0010
Have Silver Crown	30097A61 0010
Have Reverse Cloak	30097A65 0010
Have Elven Cloak	30097A66 0010
Have Crystal Cloak	30097A67 0010
Have Royal Cloak	30097A68 0010
Have Blood Cloak	30097A69 0010
Have Joseph's Cloak	30097A6A 0010
Have Twilight Cloak	30097A6B 0010
Have Moonstone	30097A6D 0010
Have Sunstone	30097A6E 0010
Have Bloodstone	30097A6F 0010
Have Staurolite	30097A70 0010
Have Ring of Pales	30097A71 0010
Have Zircon	30097A72 0010
Have Aquamarine	30097A73 0010
Have Turquoise Ring	30097A74 0010
Have Onyx	30097A75 0010
Have Garnet Ring	30097A76 0010
Have Opal	30097A77 0010
Have Diamond Ring	30097A78 0010
Have Lapis Lazuli	30097A79 0010
Have Ring of Ares	30097A7A 0010
Have Gold Ring	30097A7B 0010
Have Silver Ring	30097A7C 0010
Have Ring of Varda	30097A7D 0010
Have Ring of Arcana	30097A7E 0010
Have Mystic Pendant	30097A7F 0010
Have Heart Broach	30097A80 0010
Have Necklace of J	30097A81 0010
Have Gauntlet	30097A82 0010
Have Ankh of Life	30097A83 0010
Have Ring of Feanor	30097A84 0010
Have Medal	30097A85 0010
Have Talisman	30097A86 0010
Have Duplicator	30097A87 0010
Have King's Stone	30097A88 0010
Have Covenant Stone	30097A89 0010
Have Nauglamir	30097A8A 0010
Have Secret Boots	30097A8B 0010
Weapon Modifier	80097BFC 00??
Have over 200% completion value	8003C760 0787
Right Hand Item Modifier	80097BC00 00??
Left Hand Item Modifier	80097BC04 00??
Head Garb Modifier	80097BC08 00??
Armor Modifier	80097BC0C 00??
Cloak Modifier	80097BC10 00??
Other 1 Modifier	80097BC14 00??
Other 2 Modifier	80097BC18 00??
Quantity Digits to Accompany Weapon Modifier Code	01 - Dagger 02 - Axe 03 - Holy Water 04 - Cross 05 - Bible 06 - Watch 07 - Rebound Gem 08 - Salt 09 - Agunea
Super Jump	80097448 0090
Multi Jump (With Jump Stone)	80072F64 0004
Save Anywhere	3003C708 0020
Move During Cut Scenes	80072EFC 0000
Rapid Fire	80072EE8 0000
Damage enemies when they walk into you	80072F1C 0010 80073418 0001
Be at Level 1	80097BE8 0001 80097BEC 0000 80097BEE 0000
Medusa Heads drop $5,000 treasure chest	8007AA40 0002 8007AA44 000B
Chameleon Alucard	800733EE 8163
Infinite Stopwatch time	80074BD4 0099
Have NOWMAKE Sword equipped (Right Hand)	80097C00 00AF
Walk on air (Press Down+Triangle to get down)	80072F20 0001 D0097490 4040 80072F20 0000
Teleport to Level Entrance (Press L2+Left)	D0097490 8001 8003C9A4 0000
Teleport to Library (Press L2+Right)	D0097490 2001 80073FBE 0041
Enter Debug Room	80097918 0040 800974A0 0040
Steal Enemies Health (Select=On, Start=Off)	8007569C FFFF 800756C6 0002 D0097492 0100 80075698 0082 D0097492 0800 80075698 0000
Muramasa Attack Power Max	80097C40 657C 80097C42 000F
Badelaire Attack Power Max	80097C30 03E7
Special Weapon Max Damage	80074B98 FFFF
Familiar Max Damage	80073708 FFFF
Remove Walls (L2+Up=On, L2+Down=Off)	D0097490 1001 800730A8 0000 D0097490 4001 800730A8 0001
Can control character during Boss Tactics demo (Press R1+Circle to turn on; Press R2+Circle to return to library)	D0097496 0028 80097914 0000 D0097492 0022 80097914 0003

It was the Middle Ages in Transylvania. One man came into possession of an evil power, and the Prince of Darkness was born. Before long, this being used his new-found supernatural powers and the magic powers of his followers to spread his plague of darkness and despair thought the European continent. He was Count Dracula. Even to mention the name of this Prince of Darkness was to cast fear into the hearts of he people in the land, who were powerless to do anything save voice their concern. However, at about the same time a baby girl possessing special powers was born to a family living in a remote area of the country. "Your powers are meant for a higher purpose and not only for yourself," she was often reminded as she was growing up. The plot of this girl's fate began to develop one night in her seventeenth year when she met up with the young enigmatic Alucard, who was on a journey to search for the father that deserted him. The young girl's name was Sonia Belmont, and she was the first of the vampire hunters in the Belmont family to become legendary.

Released on March 11th, 1998 for the Nintendo Game Boy, Castlevania Legends was the first game of the series to feature a female, Sonia Belmont as the hero. It is the year 1450, the Dark Lord, Dracula, reached the height of his power, having undertaken a dark transmigration from his human body which gave him the power to rule over all that was evil. He began to send out armies of the undead to conquer the nations of the world one by one. Sonia Belmont set out to destroy the evil Count shortly after the time she met Dracula's son Alucard, who had also just begun his campaign to stop his fathers madness. Castlevania Legends is probably the most unknown title from the series. The game has been removed from the official Castlevania timeline, since it suggested that the child Alucard and Sonia Belmont had together was none other than Trevor Belmont, thus making the Belmont clan descendants of the Count, something horrific to even joke about. The fact that Legends was released for the Game Boy also did not make much sense since Nintendo was only a few months from releasing the Game Boy Color, and a new Castlevania title would have possibly helped jump start sales of the system. Also in 1998 when Legends was released, it had been 7 years since the last Castlevania graced the Game Boy, and the franchise never really had any success for that console to begin with. Overall, Castlevania Legends is not that bad of a game. When compared to the other 2 Castlevania Game Boy titles, Legends is a step back from Castlevania II: Belmont's Revenge, but is much better than Castlevania: The Adventure. Sonia Belmont begins the game equipped with the traditional Vampire Killer Whip, and has 2 decent upgrades. First the Chain Whip, used in many games in the franchise, and second a whip which spews fireballs when used, which is something that comes in handy when attacking while climbing. As with Belmont's Revenge, Castlevania Legends also uses passwords to take to any level in the game. Unfortunately the poor response received from Castlevania Legends started a downward spiral for the franchise that continued in 1999 with the 2 horrible games released for the Nintendo 64. Luckily the Castlevania franchise was able to bounce back after the new millennium, and the late 90's post Symphony of the Night slump of the series is now long behind us.

 Sonia Belmont	At the age of 17, Sonia set out to find her true purpose. She met Alucard, the prodigal son of Dracula, who was just beginning his own campaign against his father's madness. The two remained with one another for some time, and it is suggested that they fell in love. However, Sonia learned of the full extent of Dracula's evil from Alucard when he told her of his plan to fight his father, and after a time she left him to find her own way to the Dark Lord's castle.
 Alucard	Sonia met up with Alucard again inside of Dracula's Castle, and the two were equally astonished to see each other. Alucard did not want Sonia to be involved in the battle against his father because he feared for her life, and because he felt it was his own duty to deal with the transgressions of his bloodline. However, Sonia's determination to fight on was ferocious, and Alucard could tell that she would not back down. So to assure himself, he challenged her to a battle. Once she had pushed him to his limit, he conceded that her power was greater than he had known, and bid her a final farewell. He then entered what may have been the first of his long periods of sleep.
 Dracula	It is the year 1450, and the Dark Lord, Dracula, reached the height of his power, having undertaken a dark transmigration from his human body which gave him the power to rule over all that was evil. He began to send out armies of the undead to conquer the nations of the world one by one.

Enemy	Location
Bat	Graveyard, Castle Halls, Clock Tower, Castle Keep, Dungeon & Inner Den
Big Worm	Graveyard & Dungeon
Bone Pillar	Castle Halls, Clock Tower & Dungeon
Fishman	Dungeon & Inner Den
Ghost	Graveyard, Clock Tower, Dungeon & Inner Den
Hunchback	Castle Halls, Clock Tower & Dungeon
Mud Worm	Castle Keep, Dungeon & Inner Den
Rope Lizard	Clock Tower
Skull Head	Castle Halls
Spear Guard	Graveyard, Castle Halls, Clock Tower & Dungeon
Spider	Castle Keep
Spike Shooter	Castle Keep & Inner Den
Spirit	Graveyard, Castle Halls & Dungeon
Sword Lord	Castle Halls, Castle Keep & Inner Den
Zombie	Graveyard, Castle Halls, Clock Tower & Dungeon

Boss	Location
Alucard	Castle Keep
Creature Bat	Graveyard
Death	Clock Tower
Death Dragon	Castle Halls
Dracula	Inner Den
Dracula (2nd form)	Inner Den
Executioner	Dungeon
Flying Dragon	Clock Tower
Medusa	Castle Keep
Ninjotaur	Inner Den

Castlevania™ Legends

The Legend continues, this time on Game Boy, and now a new Belmont is cracking the whip.

Konami presents another creepy sneak inside Dracula's Castle and, as with earlier Castlevania games, the side-scrolling action is full of zombies, gargoyles and other things that go bump in the night. The big news is that, this time, you'll play as vampire-killer Sonia Belmont. Armed with the trademark Belmont whip and her considerable wiles, she's out to drop Dracula in his own dungeon. Besides the whip, you can also gather Soul Weapons after defeating the guardian of each level and upgrade them using special items. You'll have to learn to use your powers well—inside this castle things can quickly go from bat...to worse.

THE LEGEND

The release of Castlevania Legends is quite a milestone, marking the tenth anniversary of the series. While Konami has allowed for advances in graphics and sound over the years, its successful blend of horror and action has remained largely unchanged. The one significant development for Castlevania Legends is having a female in the lead role. It's nice to see that the Belmonts have at least one heroine in their ranks!

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POWER-UPS

1-Ups

The 1-ups hidden in candles give extra lives, so it's worth the trouble to go out of your way to pick find them. Each level has at least one.

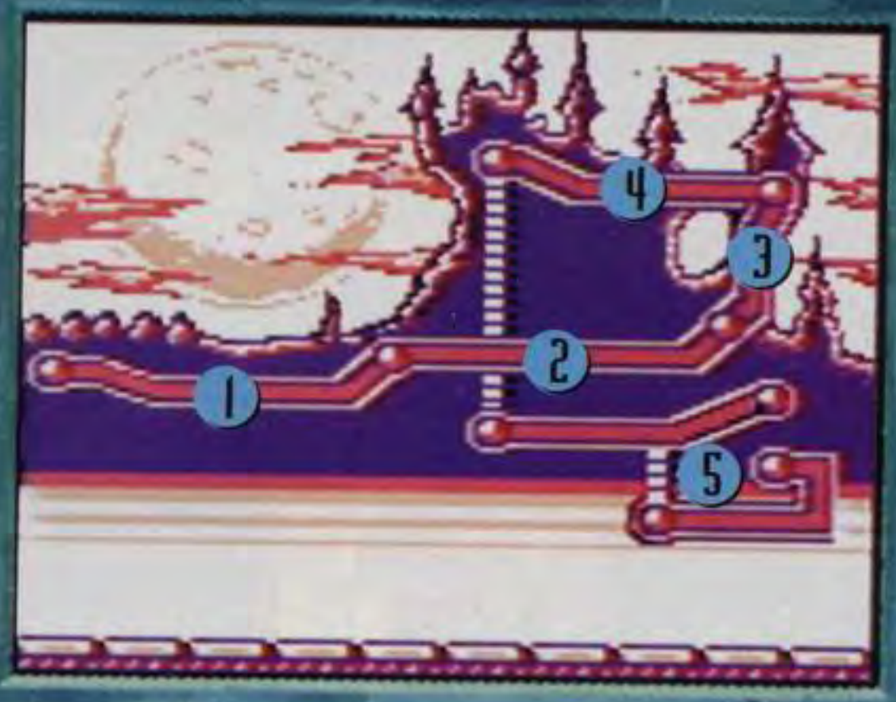
Meat

The drumstick is a life-saving snack. Each level has three or four pieces, and they hit the spot when you're low on life points and need a pick-me-up. Search them out when you need new energy.

Hearts

You can find Hearts in almost all the candles you come to. Collecting Heart marks enables you to extend the use of your Soul Weapons. You can continue to build your collection of marks as you progress, but if you're defeated, you'll have to start again from scratch.

STAGES & SPECIAL ITEMS



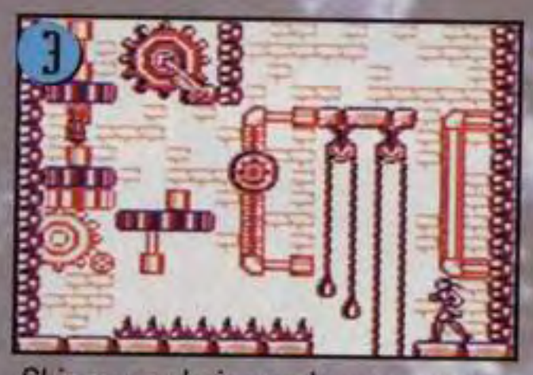
Graveyard

Make your way through the forest and graveyard to the castle, grabbing the Axe along the way.

Lower Castle

Having entered the castle, you must battle through libraries and dining rooms to climb the tower.

Clock Tower



Shinny up chains and over gears to gain the Dagger and access the upper levels.

Cathedral

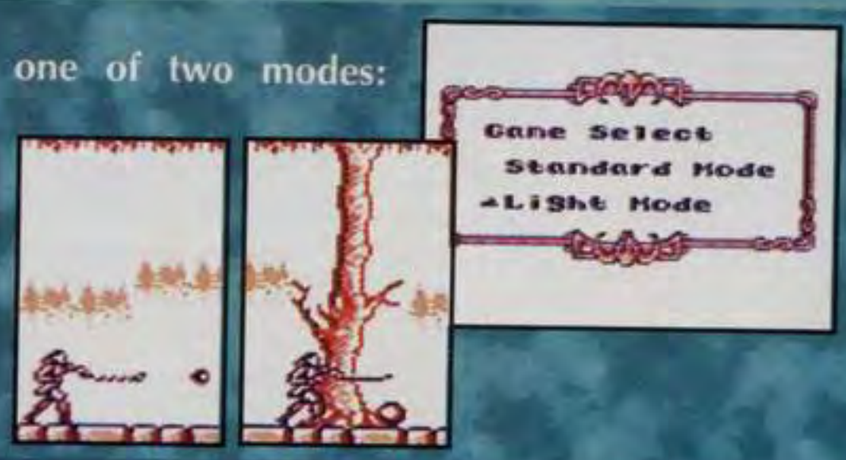
This final level serves up your greatest challenge. You must solve secrets and defeat Dracula.

Top Floor

Battle through elegant halls to reach Alucard, Dracula's son, and be sure to pick up Holy Water.

MODES

You can play Castlevania in one of two modes: Standard or Light. In Standard, you start with a standard leather whip and work your way up, by collecting hearts, to powered-up weapons. In Light mode, you begin with a whip that's already powered-up, so the game is easier. If you want to challenge yourself, opt for Standard mode and earn your upgrades.



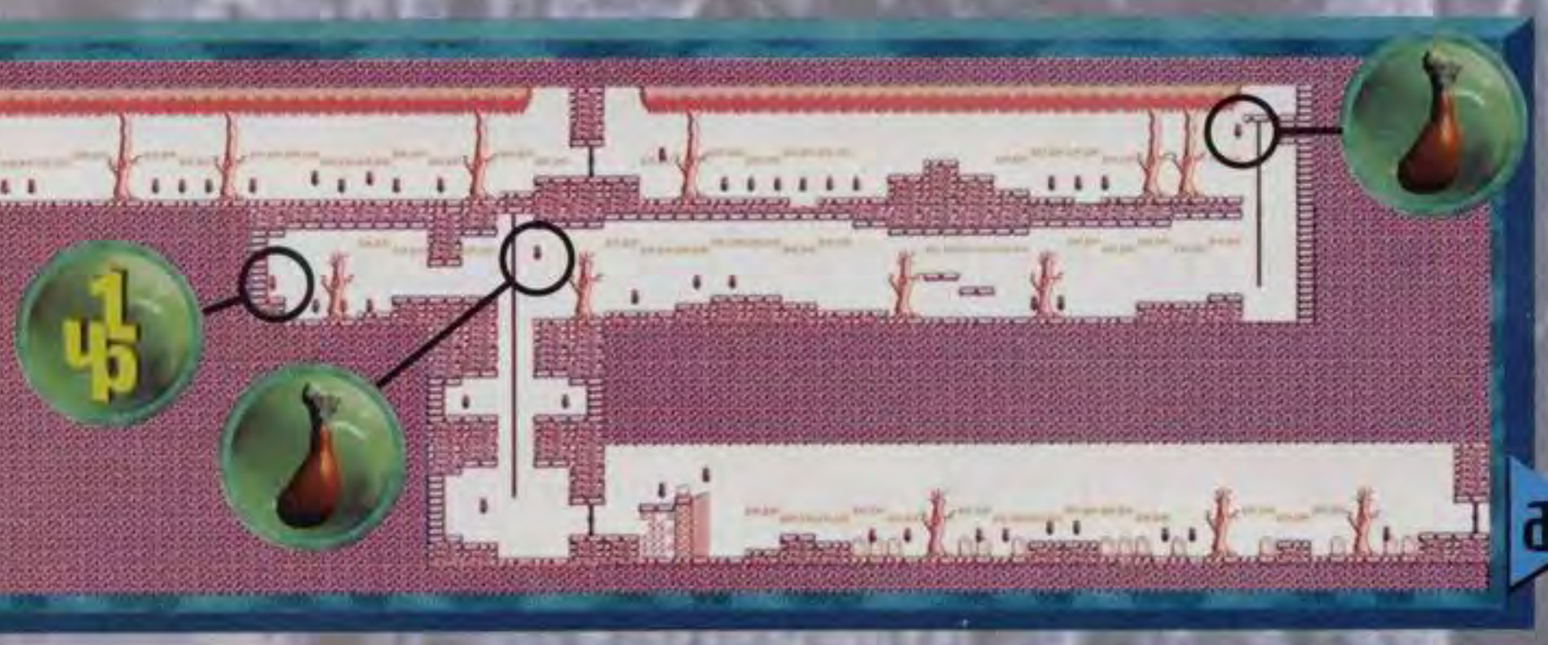
OUTSIDE THE CASTLE

Brave the Graveyard

You begin outside, hunting though bat-ridden graveyards and tombs to get to the castle. Make sure you get the Axe before you go on, and keep recharging with pieces of Meat. Try crouching to zap meanies on the ground, and remember that hearts and other items (like Meat) will disappear if you don't grab them in time.

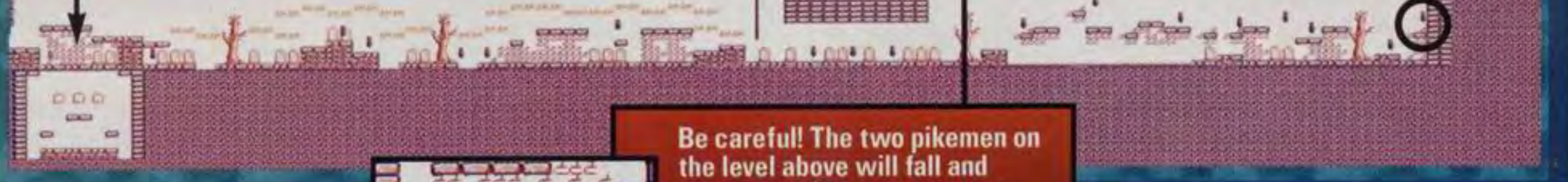
start

This area is infested with bats. They'll fly for the back of your head, so turn around and whip when they're in range or leap and hit them in flight.



This is another white-candle trap, so don't fire at the slug and accidentally land in a hidden room. If you do get trapped, crouch under a rock where the zombies can't touch you.

A trap! Never whip a white candle or you'll fall down a trap door into a crowd of zombies. If you do fall, crouch under a platform and fire away until you hit ten or so and get freed.



Be careful! The two pikemen on the level above will fall and attack you. (You can see their feet.) Stand where the second bat is hanging to avoid them.

finish

Creatures Bat

This gargoyle isn't made of stone! Watch his pattern carefully: he stays at top and flaps, swoops down to attack, then stays low at head-level. When he's low, jump and whip as many times as possible, about three, but don't get hit when he takes off again.

INSIDE THE CASTLE

Explore the Corridors

Once you enter the castle, you'll encounter a whole new set of enemies, the strangest of which are the floating skulls. They move only when you face away, so turn your back to bring them within firing range, turn around to stop them, then leap and whip them down. Be sure to pick up the Pocket Watch before you leave this floor of the castle.

The bridge collapses as you cross it, which won't be a problem as long as you've already picked up the Pocket Watch. The candles here aren't valuable, so cruise across and let the planks fall or carefully grab the candles as you go, making sure to stay ahead as the bridge falls down.

You can't jump to the ledge to get the Meat unless you use your Burning power here. Press A and B simultaneously, turn godlike, and charge up the hill and through the pile of bones for your treat.

Don't try to cross the spikes—the doors are closed anyway. To open them, climb down the ropes to defeat the knight. Try standing on a step above him, where he can't reach you when he charges, and fire at his sword until he falls. When you climb back up, the spikes will be gone. Get ready to repeat these moves.

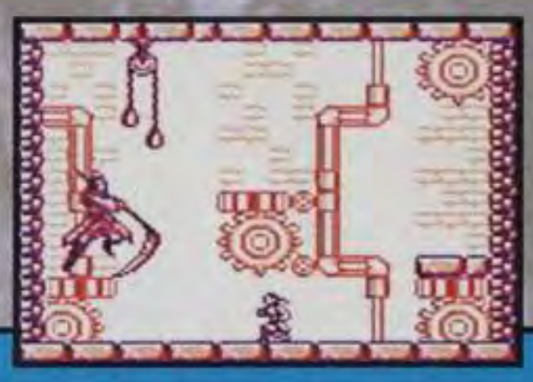
Death Dragon

The Death Dragon is a fiery foe, but his attack follows a predictable pattern. He fires top, middle and bottom, then he leaps and causes blocks to fall. Avoid the blocks and zap his scaliness between his fire attacks. It will take 12 strikes with your whip to bring him down.

THE CLOCK TOWER

Go Up to Get Out

Level Three takes you inside Dracula's forbidding Clock Tower, where you'll have to climb chains and pendulums to reach the top. You'll want to study the map, because you don't want to get caught climbing towards a dead end—if you have to retrace your steps, you'll have to repeat your battles with all the monsters you fought before. Plan your route, move quickly and carefully, and clear those bats from the belfry.



Grim Reaper

The Grim Reaper throws small, sharp scythes from the large scythe he holds. It's easy to hit him— just leap and whip when he's settled on one side—but it's just as important to hit the flying sycthes, which will bounce around and into you. Whip them when they're bouncing in the corners.

Another trap! You should avoid this area entirely, since there are no valuables hidden in candles, but if it's too late, get in the corner, kneel, and whip at the various enemies coming your way. Casper they're not—these unfriendly ghosts are packing firepower. Be sure to climb the chains to grab the Meat and the Dagger in the area to the right.

There's a smaller dragon to defeat in this room, but just fall down and crouch. Shoot him when he's pacing, then avoid the fireballs he fires (or just whip them away). Don't let him pace over you—this lizard is heavy!

It gets intense here. If you don't destroy the enemies as they appear, they'll follow you and, eventually, swarm you. Think attack of the killer bees times ten. Stay at the ready and whip the monsters, nearby or not.

THE TOP FLOOR

Into the High Castle

Sonia's next challenge brings her face-to-face with the son of Dracula. Before you meet him, though, you'll have to destroy the worms that crawl under the floor. Wait for them to emerge next to you, then whip them. You'll also have to pluck the fire-shooting flowers by jumping and striking.

Alucard

Sonia has long known Alucard, Dracula's son, but that makes him no easier to defeat. Save your Burn power to use here. Jump the fireballs he throws and avoid his dash lunge. Crouch to avoid his sword, and catch him when he's not a bat. It's also possible to trap him against the left wall.

finish

At this crossroads, make sure that you go up and get the Holy Water before you head toward Alucard's chamber. Be prepared for bat attacks when you go back down.

A warning about spikes: they're deadly. They cause more damage than enemy attacks, and once you're on them, it's hard to get off. It's better to take a hit from a bat than to lose a life to a spike.

a

1up

Again, beware of the white candles. Be very careful in these rooms, because hitting a single white candle could set you back. The last candle holds a piece of Meat, but you don't want to tip a white candle when you whip at it. Wait until you're standing next to the last one to strike.

It's tempting to grab that rope and sail over the spikes, but note the two knights on the other side. Try waiting on your ledge, firing from a crouch until they leave, then taking that rope over.

a

start

You'll meet Medusa midway through the level. She slithers across the floor on snaky legs and jabs with a sword, but you can defeat her if you leap down to the floor, crouch in the corner, and keep attacking as she moves.

THE CATHEDRAL

Dracula's Secret Passage

Dracula's Cathedral is filled with mysteries of the ages. The large empty room on this level is, at first, puzzling. You'll have to fall into the room from above in order to trip a switch that opens a secret passage. Although you can finish this level without even taking the passage, if you pass it by, you'll miss out on a hidden stage and the Cross.

start

Although the short stalactites in this room pose no threat, the longer ones will gash your head if you jump into them. You'll have to find a way to continue without hitting the ceiling. Try standing on the third step, pulling the Control Stick to the right, then jumping.

a

d

1 up

b

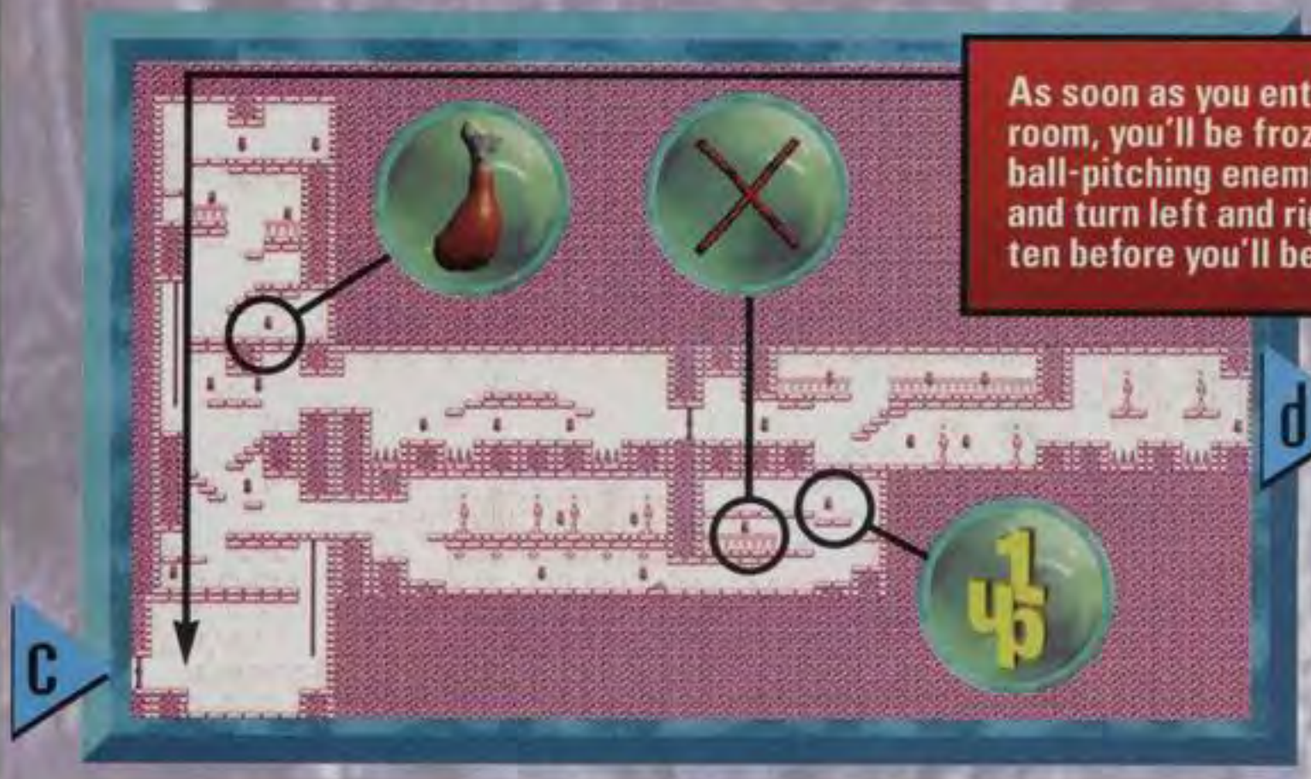
Midway through the level, you'll meet the Jumping Demon. He'll try to stomp you out like a cockroach, so enter the room with full energy and a ready whip. Go to the right side of the room and stand on the ledge next to the exit. Face to the left and start striking with your whip as quickly as you can. You'll have to land 12 blows in order to ground the demon.

When you enter the room below, it will appear to be empty. You'll have to fall from the left platform in the room above to make things happen. Control your fall so you land on the platform, shooting the hanging candle along the way. The first candle holds a 1-up; the one on the platform opens a secret passage.

b

C

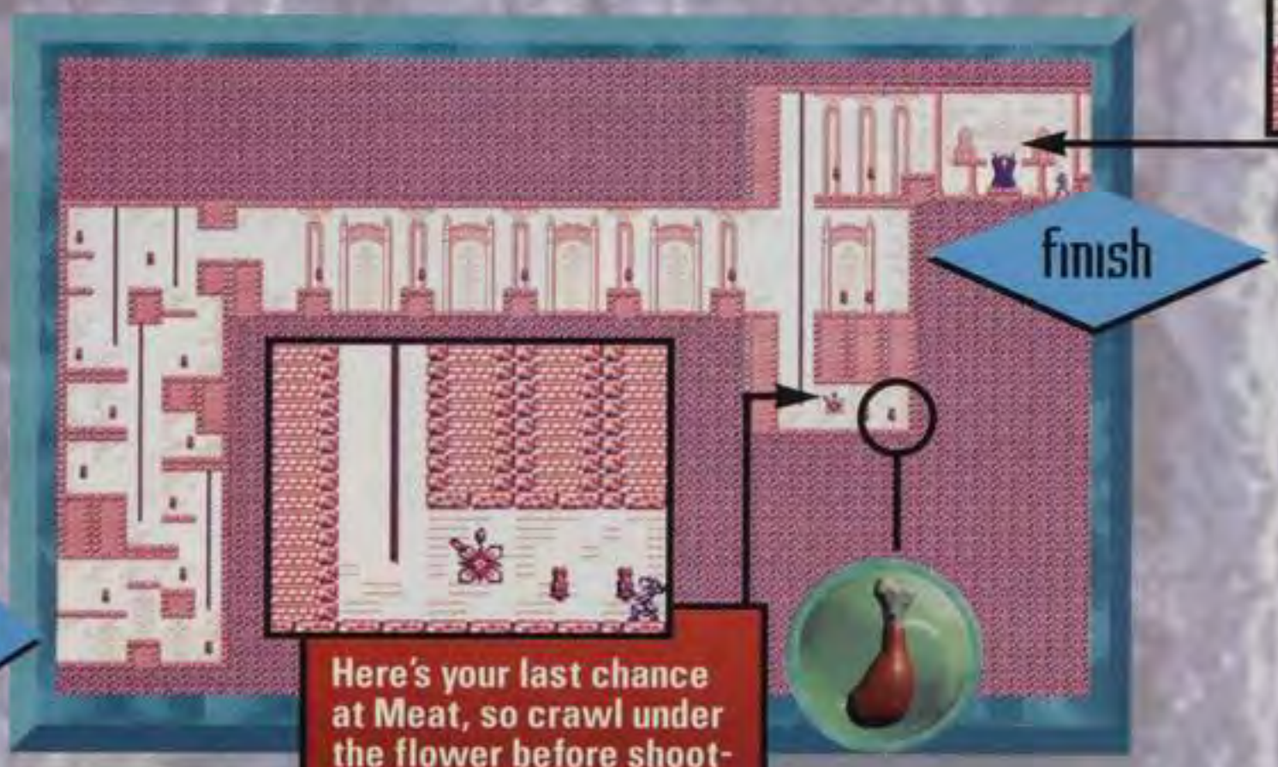
If you don't fall through the floor into the secret passage, you can continue to the right and enter the lower map on this page. If you do go through the secret passage, you'll pass through the top map before ending up in the area shown in the last map section here.



As soon as you enter and walk to the middle of this room, you'll be frozen in your tracks. When the fire-ball-pitching enemies surround you, stay low. Crouch and turn left and right to attack. You'll have to defeat ten before you'll be able to move on.

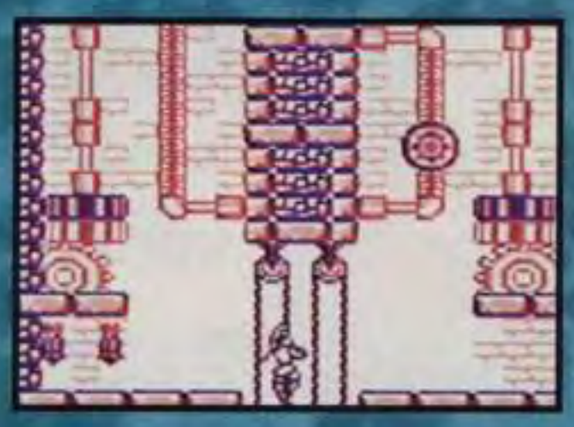
Dracula

You'll have to fight Dracula in two forms before he'll give up the ghost. At first, the caped vampire will teleport around the room flinging fireballs. Later, he takes a giant form and sends only his gargoyle-like face flying around, shooting fireballs. This will be a difficult battle, and it will be all the more challenging without a Power Two Whip. Get ready to crack the whip—and cross your vampire-slaying fingers.



Here's your last chance at Meat, so crawl under the flower before shooting the candle; otherwise, you'll lose it.

DRAC IS BACK



Followers of the Belmont clan will be glad to see the famed vampire hunters back in this new adventure. The game play is classic Castlevania but with a new star, Sonia Belmont. It should hold fans of the legendary series over until Dracula 3-D hits the N64 late this year or early in '99.

Passwords for Light Mode

Stage 2	Cross, Axe, Axe, Watch
Stage 3	Cross, Cross, Empty, Meat
Stage 4	Candle, Axe, Watch, Candle
Stage 5-1	Candle, Holy Water, Meat, Meat
Stage 5-2	Meat, Candle, Candle, Meat
Bonus	Meat, Empty, Meat, Candle

Passwords for Standard Mode

Stage 2	Axe, Axe, Empty, Knife
Stage 3	Axe, Cross, Empty, Candle
Stage 4	Watch, Empty, Knife, Meat
Stage 5-1	Watch, Holy Water, Meat, Candle
Stage 5-2	Knife, Candle, Candle, Candle
Bonus	Knife, Empty, Candle, Meat

Super Password

Meat, Candle, Candle, Meat

In earlier times, peace and prosperity reigned across the land, and no-one thought to question their good fortune or fear for the future...

Then, in the middle of the 19th century, a dark shadow spread across Wallachia, Transylvania, home to many a vampire legend. The spirits of the depraved and corrupt had roused the king of evil from his enforced sleep of 100 years...

Shapeshifting into a bat, a wolf, or coils of mist, he stalked the land...

Seeking the dark and shunning the light, he cursed the gods as he hunted...

Damned to eternal life, he sucked the blood of one young maiden after another...

Count Dracula, Lord of Darkness and Master of the Castle of Death, had arisen again...

The peace and prosperity of the people utterly destroyed, a black cloud of despair spread over the land. Evil beings roamed through the towns, and those who refused to pledge allegiance to Dracula died horrible deaths.

It was then that two warriors came forth, called by fate to hunt down the Lord of Darkness and deliver the people from his evil...

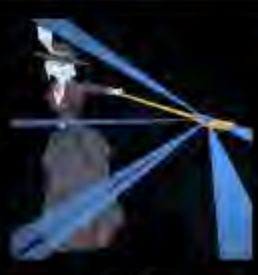
Released on January 26th, 1999 for the Nintendo 64, Castlevania 64 is the tale of 2 members of historic vampire killer clans. Reinhardt Schneider, member of the legendary Belmont clan, and Carrie Fernandez, who is part of the Belnades clan. It is the year 1852, the Province of Wallachia. In this time of peace and plenty, no-one foresees the return of ancient horrors... But the old legends live, and soon the land will again be plunged into darkness. The people have returned to the path of wickedness, and the bonds that seal their evil ruler's spirit are weakening. Deep in his castle, he stirs from a century of enforced sleep... Count Dracula awakes.

Reinhardt Schneider... Heir of the ancient Belmont clan of vampire hunters, his blood dooms him to oppose the might of Count Dracula. Wielding the holy whip of his ancestors, the young vampire killer begins his quest!!

Carrie Fernandez... A young girl gifted with great magical powers. Sensing Dracula's return, she sets off alone to the dark castle. Now she must wield her inherited power in the fight against evil..

Castlevania 64 was the first 3D game of the series. It's actual official title is Castlevania, however most fans refer to it as Castlevania 64 to avoid confusion with the original NES title. At the start of the game you have the choice of playing as either Reinhardt or Carrie. Both set out on a quest to stop Count Dracula's impending return to power after a century of dormancy. The characters travel to and explore Dracula's grand estate in their mission to defeat the count and his hoard of undead minions.

Castlevania 64 has been heavily criticized for many aspects from the game, particularly the bad camera angles, as well as how the endings for the player are determined. The game works on a timer that controls the flow of time from night to day and vice-versa. The timer is used, in terms of days to decide whom you battle at game's end, and the consequences of those battles. The longer a player takes to beat the game, the worse ending they will get. This turned out to be a disastrous concept that annoyed Castlevania fans. Konami's first attempt into the 3D gaming world for Castlevania was unsuccessful. After seeing negative results and feedback from Castlevania 64, a sequel/prequel was released later that year called Castlevania: Legacy of Darkness, also on the N64. While Legacy of Darkness was considered a better game, it still did not live up to the expectations of many fans. The release of 2 poorly received titles in 1 year, combined with the failed efforts of Castlevania Legends on the Game Boy from the previous year, put the series into a downward spiral that took several years to bounce back from. If it wasn't for the immense popularity that Castlevania received from Symphony of the Night just 2 years prior, the series would have been in even more trouble. The lack of success of the Castlevania N64 games may have also contributed to the cancellation of Castlevania: Resurrection. The late 90's was not the best time to be a fan of the series. The franchise did not regain popularity until around 2003 with releases like Aria of Sorrow, Lament of Innocence, and even Harmony of Dissonance. While Castlevania 64 is liked by some fans, it is remembered by most as a failed attempt to transition the series into the 3 Dimensional video gaming world.

 Reinhardt Schneider	Heir to the Vampire Killer whip
 Carrie Fernandez	Heir to the powers of the Fernandez (Belnades) clan
 Dracula	The true master of the castle
 Death	Dracula's most loyal servant who seeks to stop Reinhardt
 Dracula's Servant	In the guise of Dracula to mislead intruders
 Charlie Vincent	Believes himself to be the greatest of vampire hunters
 Rosa	A woman whose transformation into a vampire is not yet complete
 Renon	A devil salesman. It appears as if he is aiding the heroes.
 Actrise	A witch who seeks eternal beauty
 Malus	A young boy who is the reincarnation of Dracula

Enemy	Location
Bat	Stage 1: Forest of Silence Stage 2: Castle Wall Stage 3: The Villa Stage 4: Underground Mine Stage 5: Castle Center Stage 8: Clock Tower
Bloodborn	Stage 5: Castle Center
Blood Skeleton	Stage 7: Tower of Execution
Cerberus	Stage 3: The Villa Stage 5: Castle Center
Exploding Skeleton	Stage 1: Forest of Silence Stage 2: Castle Wall
Frankenstein Gardener	Stage 3: The Villa
Ghost	Stage 3: The Villa Stage 4: Underground Mine Stage 5: Castle Center Stage 7b: Tower of Sorcery
Hound	Stage 3: The Villa
Ice Monster	Stage 7b: Tower of Sorcery
Knight	Stage 3: The Villa Stage 5: Castle Center
Lesser Female Vampire	Stage 3: The Villa Stage 5: Castle Center
Lizard Man	Stage 4b: Underground Tunnel Stage 5: Castle Center
Machine Gun Guards	Stage 6b: Tower of Science
Medusa Head	Stage 4b: Underground Tunnel Stage 5: Castle Center Stage 6: Duel Tower Stage 7: Tower of Execution Stage 8: Clock Tower
Motorcycle Skeleton	Stage 1: Forest of Silence Stage 3: The Villa Stage 5: Castle Center
Pillar of Bones	Stage 5: Castle Center Stage 7: Tower of Execution Stage 8: Clock Tower
Skeleton	Stage 1: Forest of Silence Stage 3: The Villa Stage 5: Castle Center
Skull Head	Stage 3: The Villa Stage 4: Underground Mine
Spider Women	Stage 4: Underground Mine
Stain-Glass Knight	Stage 3: The Villa Stage 5: Castle Center
Vampire Butler	Stage 3: The Villa Stage 5: Castle Center
Vampire Maid	Stage 3: The Villa Stage 5: Castle Center

Boss	Location
Actrise	Stage 8: Clock Tower
Carrie's Cousin	Stage 5: Castle Center
Charles Vincent	Stage 9: Castle Keep
Death (1st form)	Stage 8: Clock Tower
Death (2nd form)	Stage 8: Clock Tower
Demon Bull	Stage 5: Castle Center
Dracula (1st form)	Stage 9: Castle Keep
Dracula (2nd form)	Stage 9: Castle Keep
Dracula's Servant	Stage 9: Castle Keep
Female Vampire	Stage 3: The Villa
Giant Ape Skeleton	Stage 1: Forest of Silence
Guardian Skeledragon	Stage 2: Castle Wall
Renon	Stage 9: Castle Keep
Rosa	Stage 5: Castle Center
Vampire	Stage 3: The Villa
Were-Bull	Stage 6: Duel Tower
Were-Leopard	Stage 6: Duel Tower
Were-Tiger	Stage 6: Duel Tower
Werewolf	Stage 6: Duel Tower

Nintendo 64

Drac's Back in Castlevania

Dracula haunts the Nintendo 64 in the latest Castlevania game! In our ProStrategy Guide, we take Reinhardt from the Villa's Hedgemaze to the Castle Keep—for the Final showdown with Dracula. *By Major Mike*

BASICS

Vampire-Killing Skills

Here are some important techniques every vampire killer should know:

Climb

To climb up a ledge, stand underneath it and press and hold Jump. When you grab the ledge, keep holding Jump, then hold Up on the analog stick.

The Sword

Although it appears to be a flimsy weapon, Reinhardt's short sword is very effective for in-close fighting. It's also handy for killing pesky bats that latch on to you.

Important Items

Sun and Moon Cards

Sun and Moon Cards aren't used only to open doors; they can also help you during boss battles. For an easier fight against a boss, use the Sun Card to fight during daylight hours.

Whip It

In addition to buying items from Renon, the demon shopkeeper, you can find various collectibles scattered throughout the levels. Also be sure to whip torches hanging from the walls.

Special Jewels

Reinhardt and Claire each have two Special Jewels to collect during their quests. These gems unlock secrets that are revealed after you finish the game. After you defeat Dracula and the final credits roll, you'll be asked to save the game data. For Reinhardt, Special Jewel 1 unlocks the Hard difficulty setting; Special Jewel 2 lets you play as Reinhardt in the "traditional" Belmont attire. To access this alternate costume, start a new game with the data you saved, highlight Reinhardt at the Select screen, press and hold Up on the analog stick, and press A.

KEY ITEMS

The following key lists the most important items located on the level maps.

C = Contract
CA = Cure Ampoule
MC = Moon Card
P = Purifying
PU = Power-Up
RB = Roast Beef
RC = Roast Chicken
SC = Sun Card
SJ = Special Jewel
WJ = White Jewel (Save Game)

The Hedgemaze

You enter the maze at (1). However, before you start the race through the Hedgemaze, pay a visit to Frankenstein (2). Whip him repeatedly until he falls to the ground and leaves you a Roast Chicken. After a few seconds, he gets up; whip him down again and repeat the cycle until you max out your Roast Chicken supply.

Exit the maze, then re-enter and go to (3) where you meet Malus, an important character who you see again later in the game.

Get ready to move. Remember the two dog statues flanking the Hedgemaze entrance? Now they're alive! The dogs can outrun you, and their paralyzing bite will hold you still until Frankenstein gives you a nasty swipe with his chainsaw. You can't kill the dogs, but you can slow them down with a snap of your whip. Listen for the dogs' approach while you run, then turn and whip them.

Use the dotted red line on the map as a reference for this next part. After you go through the door at (4), stop at (5) and wait for the dogs to approach. Whip them down and continue along the escape route. The finish line for this race is at (6) where Malus can escape from the maze. Once Malus is safe, go toward (8) and on the way, get the Copper Key from the recess near the end of the passage (7). Go through the door at the end of the passageway (8). You are now back in the Villa.

The Villa

From the Villa's lobby, head out to the fountain. A small pedestal rises in front of the fountain at midnight and lowers at 1:00 a.m. Use the pedestal to jump to the fountain.

Climb to the top of the fountain and collect the items. You can also whip the big chandelier in the Villa's lobby for items. Now return to the Hedgemaze entrance (1).

Once back inside the maze, whip the two dogs that approach you head-on, then go to the copper door (9). Use the Copper Key to open the door (10), and exit the Hedgemaze.

Hedgemaze Map

VILLA BOSS: Vampire

At the bottom of the stairs, slash the torches flanking the staircase and collect the items. Whip the other two torches in the room as well. Now walk up to the casket against the far wall to start the battle.

If the vampire chases you, turn and whip him. If you can't see the vampire onscreen, he's climbing on the ceiling. When he does this, run in a circle and look for a shadow that follows you. When the vampire drops from the ceiling, turn and snap your whip at him.

If the vampire gets close, he'll grab you and suck your blood, replenishing his health. If he bites you enough times, you'll become a vampire!

Once the vampire is defeated, you must fight a female vampire. She attacks by throwing bats at you, crawling on the floor, and turning into mist. When she becomes mist, use the camera lock-on to track her position, and whip her when she materializes.

After the battle, inspect the coffin to find a hidden path to the next stage.

STAGE 4: Tunnel

Level 1

The Tunnel is divided into four levels. The first level is a simple horizontal stretch. Avoid the crusher's blades that quickly descend when you get close to them. At the end of the passage is an elevator that takes you down to Level 2 (see Level 2 Map below).

Level 2

When you get off the elevator (1), walk forward and battle the spider women. After the battle, jump the rocks until your reach the passage downstream (2). At the fork in the passage (3), turn to your right (toward the fire) and jump the rocks until you reach the recess (4). Get the items and return to the fork in the passage (3). Turn to your right and, at the next fork (5), search the two signs. Turn to your right again and go to the rock at the water's edge (6). Whip the rock and collect the items.

Turn around, go to the end of the passage (7), and take the elevator to the level above (see Level 3 Map below).

Level 3

You start the level at (1). Go straight until you reach the first passage to the left (2). Go to the end of that passage; you'll see a bucket to your left (3) as you travel. Open the Moon Door (4) and use the Contract on the floor (5). Head to the pit of poison water (6) and jump across the two stones to reach the other side. On the second stone is a small rock. Whip the rock, and you'll find three Roast Chickens.

Once on the other side, go straight past the two campfires and the sign (7). Cross the poison lake (8), go straight, and open the Sun Door (9).

Collect the items from the room (10), then backtrack down the passage and turn to your right (11). Avoid the crushing blades, and get ready for bats that descend from the ceiling. At the end of the passageway is a red lift (12) with a "I" on it. To set it in motion, jump on it.

While standing on the lift, crouch near the edge next to the rail that attaches the lift to the ceiling. Whip any enemies that come into range.

Get off the red lift at the transfer point (it's the first platform) and wait for the blue lift to arrive (it has a "II" on it). Ride the blue lift until you reach the platform with a "II" on the wall above it. When the lift slows down, jump onto the platform to your right. Take the elevator to the level above (see Level 4 Map below).

Level 4

Start at (1) and cross the pool of poison water (2). When you get to the other side, you'll see a bucket and a sign (3). Turn to your left and open the Moon Door at the end of the passage (4). Collect the items inside the room (5). You could exit the level through the east passage (10), but you'd miss several useful items.

Jump over the pools of poison water (6). (It doesn't matter which pool you hop over; they lead to the same areas.) Search for the shovel on the other side of the pools (7). Behind the Moon Door (8) is a Contract and a Sun Card, and behind the Sun Door (9) is a Moon Card and a Roast Chicken. Collect all these items, then exit the level through the Sun Door at the end of the east passage (10).

Level 2 Map

Level 3 Map

Level 4 Map

STAGE 5: Castle Center

First Floor

First Floor Map

Two motorcycle-riding skeletons are waiting for you when you enter the First Floor (1). Use your whip to snap the skeletons into roadkill, then whip the candles on the wall. Waiting in the next room (2) are three vampires—a butler, a maid, and a maiden similar to the one you battled at the end of the Villa stage.

After killing the vampires, go upstairs.

Second Floor

On the next floor, look at the statue and fight the monster that bleeds from it. He's easy to defeat: Two snaps of the whip should do the trick. Read the inscription on the statue and make a note of what it says. Go upstairs to the room above.

Third Floor

Third Floor Map

Search the statue in the corner of the entrance room (3). Enter (4), read the inscription on the angel statue, and exit the room. When you run through the next room (5), you'll be attacked by several lizard men—and you can't leave the room until they're all dead! To fight the lizard men, circle around each and attack relentlessly; if you stand still, he spits poison at you that will put you in poison status.

In the next room (6), search the statue. Go up the broken staircase.

Fourth Floor

Fourth Floor Map

Whip the two stained-glass knights that approach to your left (7). In the next room (8) are two butler vampires, and the following corridor is a narrow twisting hallway (9). Don't attack the lizard man in the big room (10). Instead, talk to the creature, and he'll give you a key to the torture chamber on the First Floor (11 on First Floor Map). Go to the torture chamber, dispatch the two vampires inside, and get the Mandragora off the shelf along the north wall. Before you leave the room, climb to the rafters and get the Roast Beef.

Return to the Fourth Floor and set the Mandragora in front of the crumbling wall (12). Enter (13), get the Nitro, and place it in front of the crumbling wall (12) next to the Mandragora. After the blast, go into the Library (14), read the angel statue's inscription and make a note of it. Climb up the bookcases to the room above. Stand on top of the pedestal and climb through the passage that opens above you.

In the next room, stand on the pedestal and climb through the passage that opens above you.

You're now in the Observatory Room. Solve the statue-arranging puzzle (you did make notes, right?). If you solve the puzzle, the seal in the arena on the First Floor (15 on First Floor Map) will dissolve.

Return to the Third Floor (4 on Third Floor Map) and climb the stairs in the corner to the floor above. Don't waste any time with the fire-breathing lizard men in this room; you can't kill them. Once up the stairs (16), kill the knight, then search the statues for items. Two maid vampires are waiting in the next room (17). In the next room (18), get the Roast Beef from on top of the zeppelin suspended from the ceiling.

Spikes drop from the ceiling of the next room (19). Avoid the spikes and make it to the next room. Once in the following hallway (20), go through the door directly across from you.

Time to get some Nitro (21)! Now you have to carry the volatile liquid all the way down to the arena (15 on First Floor Map). Easy, huh? Not really, considering that you can't jump or take a hit!

STAGE 5 (continued)

The hardest part of this trip is the big room (4 on Third Floor Map) with the fire-breathing lizard men. Carefully navigate the catwalks, then quickly run through the giant wheels set in the floor.

When you arrive in the arena, set the Nitro against the crack in the wall. Return to the torture chamber (11 on First Floor Map), get some Mandragora, then return to (15 on First Floor Map) and set it next to the Nitro. After the explosion, whip the torches in the arena and collect the items. You can also destroy the crate in the far right corner for more items.

Inspect the giant crystal and release its magic.

CASTLE CENTER
BOSS 1: Giant Bull

Now you must fight a giant bull! The bull is easy to defeat thanks to his attack pattern. First the bull rears up on two legs and fires a flame blast. Jump over the blast and the bull runs away, turns, and charges. Avoid the charge by jumping to the side, then whip the bull once. He'll rear up and fire another blast. Jump over the blast and whip him again. Repeat the pattern until the bull is defeated. Your prize for beating the bull? Roast Beef!

CASTLE CENTER
BOSS 2: Rosa

Now you can operate the elevator on the Second Floor. However, when you enter (2 on First Floor Map), you must fight Rosa, the woman vampire you met earlier.

Get in close, whip her, then quickly retreat. Keep moving after you attack. She summons fireballs that'll finish you off if you stand still.

After you defeat Rosa, go to the elevator on the Second Floor and pull the lever. Take the elevator up and at the top, cross the bridge. Have the whip ready for the medusa heads that materialize on the bridge.

STAGE 6: Duel Tower

Duel Tower is actually 12 towers (see Duel Tower Map below). There are also four bosses to fight. You enter at (1) and your first battle is against a green golem (2).

Use hit-and-run tactics to defeat the golem, but don't dawdle; the ceiling drops slowly while you're fighting (as it does for all fights). When you kill the green golem, jump on the platforms that sprout from the wall. After the ceiling descends completely, jump on top of it and hop over to the next fight area (4).

Be careful while platform-hopping because some towers are capped with rotating spikes (3).

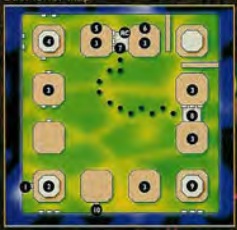
The werewolf is your next opponent (4). He attacks just like the green golem, but he's much faster. Again, hit-and-run tactics are the key to winning this fight.

After the werewolf, you can take a shortcut to the last boss, skipping the third boss. Jump down the platforms between the towers (5) and (6). At the bottom (7), jump on the stones to cross the poison water. Each one sinks when you stand on it, so move fast.

At the end of the path (8), climb up the tower and jump over to your last challenge (9).

Tiger Man is your final opponent. Use hit-and-run tactics, but don't get overly careless; his long arms give him excellent range. The exit is at (10).

Duel Tower Map



STAGE 7: Tower of Execution

The Tower of Execution is four stories high. Four blades move vertically at all four corners of the main tower of each level, so keep an eye out for them. And, yes, falling into the lava lake below means instant death.

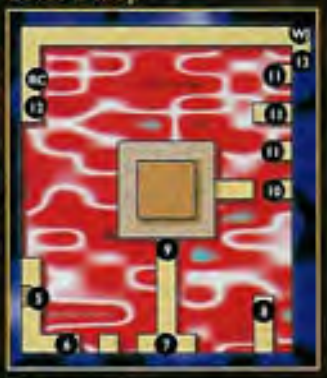
Level 1

Level 1 Map

You enter the level (1). This first level is a no-brainer. Simply hop around the perimeter to the exit. The biggest trouble spots are the dragon skulls (2) and the moving platforms (3). When you reach the end of the stretch of moving platforms (4), climb to the level above.

Level 2

Level 2 Map



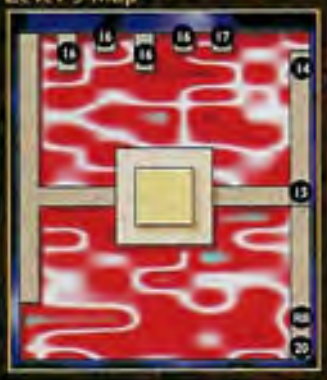
You arrive at Level 4 (5). When you go around the corner, you'll be confronted by a new menace: fire-breathing bats (6). When you reach the platform (7), stop and look at the platform just ahead. An invisible walkway leads to it. Whip the iron maiden on the platform (8) and get the Special Jewel 2. More dragon skulls await you (9, 10).

Jump across the moving platforms (11), and at the end, turn to your left and head down the long corridor. Be careful of the spike traps located at the creases in the ground in this corridor. Whip the iron maiden at the end of the corridor (12) to get the Roast Chicken.

To exit the level, simply climb the platform (13).

Level 3

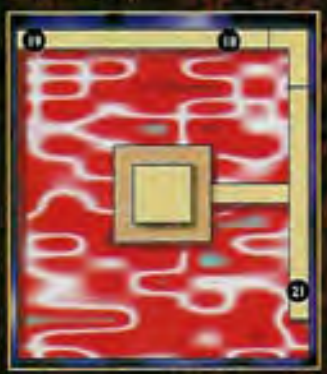
Level 3 Map



You enter the floor (14). Forget about the locked door directly ahead of you (15). Proceed to the moving platforms (16), jump them, and climb to the level above (17).

Level 4

Level 4 Map



Once on Level 4 (18), get the Execution Key from the iron maiden (19). Return to Level 3 and open the locked gate (15 on Level 3 Map). Get the Roast Beef from the iron maiden (20 on Level 3 Map), then return to Level 4. Exit the floor (21).

STAGE 8: Room of Clocks

Go to the golden statue and turn right. At the end of the passage, take the elevator to the roof. Time to fight the Grim Reaper!

STAGE 8 BOSS: Grim Reaper

Track Grim as he flies around the screen and whip the blades he throws at you. When Grim flies directly toward you, crouch to avoid his incoming sickle slash and whip him.

After a few snaps, Grim hovers high in the air and whips his sickle around. Start running in a circle: Grim summons a giant demon that flies across the screen from several directions. The demon's point of origin is a giant pentagram symbol that precedes his entrance.

After the demon attacks, Grim flies around the screen and throws more blades. Track his movement and whip him to defeat.

Take the elevator back down to the Room of Clocks and go through the open doorway to the left of the golden statue.

STAGE 9: Clock Tower

Climb to the top of the room. At the top, slowly walk across the spinning rod and cross over to the other side.

Climb down to the torch. Whip it, get Clocktower Key 1, then climb back to the top of the tower.

Use the key on the lock to your right.

In the next room is a White Jewel.

When you enter the next room, jump to the other side. Get Clocktower Key 2 from the recess to the right of the door. Jump to the locked door and open it with the key you just collected.

In the next room, turn to your left and whip the steel pillar. Grab the items. While still facing the now-dissolved pillar, jump off the ledge. You should land on a platform below.

Whip the torch on the platform you landed on and get Clocktower Key 3. Jump to the bottom of the tower.

Go to the right corner of the room and climb all the way to the top of the tower. Look for the door with a White Jewel next to it. Use Clocktower Key 3 on that door.

Go upstairs and through the door at the top.

STAGE 9 BOSS 1: Renon

It's too bad you can't read ancient Demonese because there's a clause in the contract that says you must fight Renon if you've purchased too many items during the game!

Renon attacks just like the Grim Reaper, except Renon uses blue fireballs (instead of flying blades), which inflict more damage. Also, as Renon gets weaker, his attacks get stronger. Make sure to collect several health items before taking him on.

STAGE 9 BOSS 2: Vincent

Go through the doors and up the stairs. Now you'll fight Vincent, the vampire hunter you met at the beginning of the game. Fortunately, Vincent isn't much of a challenge. Circle around him and stay out of his direct line of sight. If you're directly in front of him, he'll throw poison water on you that causes damage and induces poison status if you get hit. There's only one boss left: Dracula.

STAGE 10: Castle Keep

Climb the stairs and go through the double doors. There's a White Jewel to your right just inside the doors.

STAGE 10 BOSS: Dracula

Dracula's a real pain in the neck. The only way to inflict damage is by jumping and snapping the whip. Unfortunately, Dracula's a slippery bloodsucker: He teleports around the room and strikes with any one of several attacks. His most devastating attack draws you in so he can grab you and suck your blood (thus reducing your life meter and increasing his). Too many bites, and you'll revert to Vampire status. To avoid his dangerous grasp, duck as he tries to grab you. If he misses, immediately turn around and do a jump-attack.

Another Dracula attack that works to your advantage is his fireball. If you whip the fireball it could turn into a valuable health item. Ultimately, the easiest way to defeat Dracula is to move in a circle, then jump and snap your whip when he appears.

After you defeat Dracula, the nightmare should be over...but is it?

Unlimited Money	Defeat the bull in the Castle Center, then return to the white crystal save point. Locate and open the large crate to collect $2000. Save and load the game and open the crate again. Repeat this action to gain an unlimited amount of money.
Alternate Costumes	Complete the game with either character, after you have gotten the two crystals from the Towers. As Reinhardt, go to the third level in the Tower of Execution, and break open an iron maiden to find an execution key. Return back down to the second level and open the gate with the key. Walk through the hallway and look over the edge to find a floating platform with another iron maiden on it. Jump down to it and break the iron maiden to get the purple jewel for his Second Secret. As Carrie, head to the top of the Tower of Sorcery and find a floating platform with a torch on it. Put holy water on it then hit the torch to find the purple jewel for her Second Secret. After that, save the game and then, holding the Analog Stick Up, highlight the character that was used to beat the game. Select the character to get their alternative costumes. Reinhardt's costume is the same as Simon Belmont's costume, and Carrie's costume is a school girl outfit
Charlie Vincent Ending Sequence	Use more than four cards during game play and you will get a battle with Charlie Vincent at the end of the game
Fight Renon	If you spend over 30,000 on buying stuff from the devilish salesdemon Renon, he will attack you
Access Hard Mode	When in the Forest of Silence, walk along the invisible ramp to the inaccessible platform over one of the ravines to find a torch. Break it open with your primary weapon to collect the Special1 jewel, then when you beat the game and save, you'll have access to the Hard Mode. You must, however, collect the Special1 jewel for this to work
Save in the Duel Tower	There are no save crystals in the Duel Tower, but there is a secret to save your game. Simply beat one of the bosses in the Tower, and then return to the Castle Center. Save your game at the elevator. This way you won't have to keep fighting the same bosses over and over again in the Duel Tower if you die

Through the magic of the Ancients, this man-beast warrior has obtained a physical body of near immortality, and power that surpasses that of a wild beast.

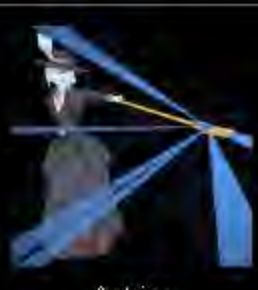
The man-beasts, choosing to live in harmony with the humans, sealed away their enormous magical powers to prevent them from being used. However, through severe ascetic training, Cornell acquired the art of releasing the sealed man-wolf power.

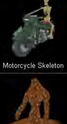
Returning to his village after a year of ascetic training, Cornell finds the village engulfed in flame, and his only living blood relative, his sister Ada, kidnapped by evil spirits. Using his man-wolf's acute sense of smell to track the scent of his sister's blood, Cornell begins his long journey to rescue Ada.

Released on November 30th, 1999 for the Nintendo 64, Castlevania: Legacy of Darkness is a prequel to Castlevania 64. Set in the year 1844, the game stars the man-beast Cornell in his quest to prevent his adoptive sister, Ada, from being used as a sacrifice to resurrect Count Dracula. The game opens as Cornell arrives at his village, which has been burned to the ground by Dracula's minions. He finds Ada's pendant in a doorway and follows her scent to Dracula's castle. During the course of the game, Cornell comes upon a grand estate owned by the Oldrey family: J.A. Oldrey, the master of the Villa, Mary, his wife, and Henry, their son. Gilles de Rais and Actrise have turned Oldrey into a vampire. At Mary's request, Cornell guides Henry to safety. Later in life, Henry returns to Castlevania to save kidnapped children. Throughout the game, Cornell encounters his rival and fellow man-beast, Ortega. Ortega has allied himself with Dracula to finally best Cornell in combat.

Castlevania: Legacy of Darkness was a continuation of Konami's first attempt (Castlevania 64, also published in 1999) to create a 3D Castlevania. It is officially referred to as a "Special Edition" of the original game, and more fully realizes the game designers' vision. For example, Cornell was present in early development media and press information for Castlevania 64, but was ultimately removed before the game's release.

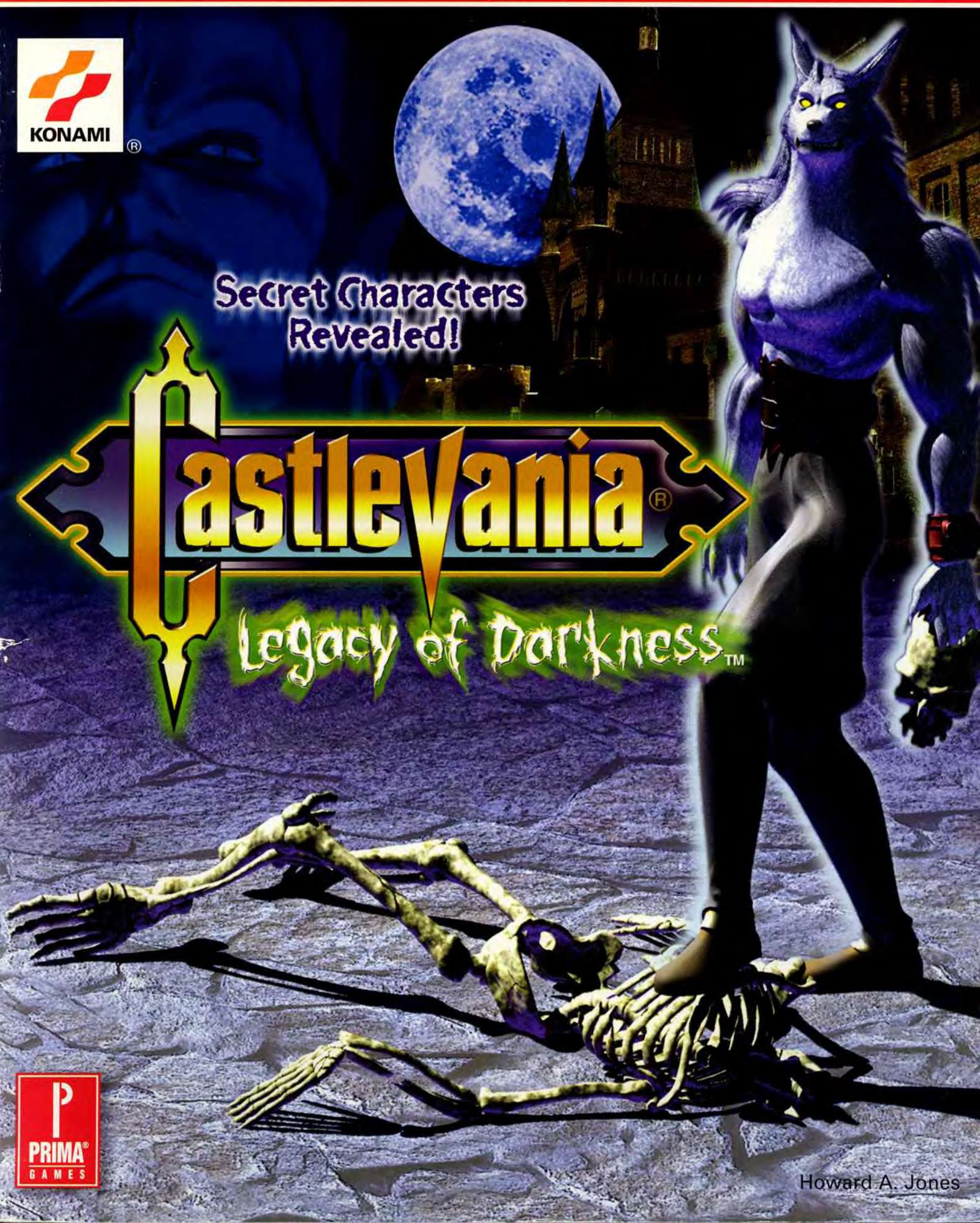
At first Legacy of Darkness may appear entirely the same to a casual observer due to aesthetic similarities to the first game. However, Legacy's primary focus is on a new story (a prequel to Carrie and Reinhardt's adventures) in which Cornell explores new levels. Most of the old levels included in Cornell and Henry's quests (such as the Forest of Silence) have been so drastically redesigned that they are essentially "new" despite the use of familiar textures from the original game. Old levels that have not been drastically changed (such as the Villa) are often navigated in a new or novel manner and feature different puzzles. Carrie and Reinhardt's quests are a secondary focus, and can only be unlocked after completing both Cornell and Henry's quests. Carrie and Reinhardt's quests lack the voice acting and original level designs present in Castlevania 64, instead adopting the new designs. Their quests also feature new bosses. Legacy of Darkness is an overall improvement to Castlevania 64, however like it's predecessor, it was still met with criticism by some fans of the series.

Cornell	The Wolfman known as the "Blue Crescent Moon". His little sister Ada is kidnaped by Dracula's servants
Henry Oldrey	Saved by Cornell as a boy, after 8 years he became a Holy Knight to the Church
Reinhardt Schneider	Heir to the Vampire Killer whip
Carrie Fernandez	Heir to the powers of the Fernandez (Belnades) clan
Dracula	The true master of the castle
Death	Dracula's most loyal servant
Gilles de Rais	An old vampire faithful to Dracula
Dracula's Servant	In the guise of Dracula to mislead intruders
Ada	Cornell's sister who has been kidnapped
Ortega	Cornell's friend and deadly rival
Master Oldrey	Henry's father who has been turned into a vampire
Mary Oldrey	Henry's mother who is resigned to her fate but hopes for her son
Ferryman	Takes the hero across the lake to a haunted ship
Charlie Vincent	Believes himself to be the greatest of vampire hunters
Rosa	A woman whose transformation into a vampire is not yet complete
Renon	A devil salesman. It appears as if he is aiding the heroes.
 Actrise	A witch who seeks eternal beauty
Malus	A young boy who is the reincarnation of Dracula

Enemy	Location
Bat	Stage 2: Forest of Silence Stage 12: Clock Tower Underground Mine Castle Center
Bloodborn	Castle Center
Blood Skeleton	Stage 10: Tower of Execution
Cerberus	Stage 4: The Villa Castle Center
Crawling Zombie	Stage 7: Tower of Ruins
Crystal Shard	Stage 11: Tower of Sorcery
Exploding Skeleton	Stage 2: Forest of Silence Stage 3: Castle Wall
Fishman	Stage 1: Haunted Ship Stage 2: Forest of Silence Stage 9: Duel Tower
Frankenstein Gardener	Stage 4: The Villa
Ghost	Stage 11: Tower of Sorcery Underground Mine Castle Center
Goblin	Stage 2: Forest of Silence Stage 7: Tower of Ruins Stage 8: Tower of Science Stage 12: Clock Tower
 Hound	Stage 4: The Villa
Ice Monster	Stage 11: Tower of Sorcery
Knight	Stage 6: Tower of Art Stage 7: Tower of Ruins Stage 12: Clock Tower Castle Center
Lesser Female Vampire	Stage 6: Tower of Art Castle Center
Lizard Man	Underground Tunnel Castle Center
Machine Gun Guards	Stage 8: Tower of Science
Medusa Head	Stage 3: Castle Wall Stage 9: Duel Tower Stage 10: Tower of Execution Stage 12: Clock Tower Underground Mine Underground Tunnel Castle Center
Motorcycle Skeleton	Stage 4: The Villa Castle Center
Mudborn	Stage 4: The Villa
Pillar of Bones	Stage 3: Castle Wall Stage 4: The Villa Stage 10: Tower of Execution Stage 12: Clock Tower Underground Mine Underground Tunnel Castle Center
Skeleton	Stage 1: Haunted Ship Stage 2: Forest of Silence Stage 3: Castle Wall Stage 4: The Villa Stage 5: Outer Wall
Skull Head	Stage 4: The Villa Underground Mine
Snake	Stage 4: The Villa Stage 7: Tower of Ruins
Spider Women	Underground Mine
Stain-Glass Knight	Stage 4: The Villa Castle Center
Vampire	Castle Center
Vampire Butler	Stage 6: Tower of Art Castle Center
Vampire Maid	Stage 6: Tower of Art Castle Center
Werewolf	Stage 2: Forest of Silence
Were-Tiger	Stage 2: Forest of Silence
Zombie	Stage 2: Forest of Silence Stage 7: Tower of Ruins

Boss	Location
Actrise	Stage 12: Clock Tower
Carrie's Cousin	Castle Center
Charles Vincent	Stage 13: Castle Keep
Chimera	Stage 12: Clock Tower
Death (1st form)	Stage 12: Clock Tower
Death (2nd form)	Stage 12: Clock Tower
Demon Bull	Castle Center
Dracula (1st form)	Stage 13: Castle Keep
Dracula (2nd form)	Stage 13: Castle Keep
Dracula (3rd form)	Stage 13: Castle Keep
Dracula's Servant	Stage 13: Castle Keep
Female Vampire	Stage 4: The Villa
Frankenstein Gardener	Stage 4: The Villa
Giant Ape Skeleton	Stage 2: Forest of Silence
Gilles De Rais	Stage 4: The Villa
Guardian Skeledragon	Stage 3: Castle Wall
Harpy	Stage 5: Outer Wall
Medusa	Underground Tunnel
Mutant Werewolf	Stage 9: Duel Tower
Renon	Stage 13: Castle Keep
Rosa	Castle Center
Spider Woman Queen	Underground Mine
Vampire Oldrey	Stage 4: The Villa
Water Dragon	Stage 1: Haunted Ship
Were-Bull	Stage 9: Duel Tower
Were-Leopard	Stage 9: Duel Tower
Were-Tiger	Stage 9: Duel Tower
Werewolf	Stage 9: Duel Tower

PRIMA'S OFFICIAL STRATEGY GUIDE



PRIMA GAMES

Howard A. Jones

The Hunt Begins

Background

Welcome to *Castlevania: Legacy of Darkness*. If you've played *Castlevania 64*, you may recognize some of the backgrounds and enemies, but in *Legacy of Darkness*, the levels are longer, the puzzles and solutions different, and the traps more diabolical! Never-before-seen towers, studded with obstacles, wait for your exploration.

The Heroes

CORNELL

Your hero for this dangerous foray is Cornell. He descends from Man-Beasts that long ago chose to live in harmony with humans by suppressing their magical powers. After a year of ascetic training to access his own beast powers, Cornell has returned to his village to find it a pile of burnt rubble. His only living relative, Ada, has disappeared, and Cornell's acute sense of smell puts him on her trail—a trail that leads to Dracula's castle...

Cornell is agile and quick, and his primary attack packs quite a wallop. Use it rather than Red Jewels so you can conserve the jewel-powered weapons for major battles. Cornell can also transform into a Werewolf, which endows him with a stronger attack. But when he assumes Werewolf form, he uses up his Red Jewels. For this reason, it is usually more useful to operate Cornell as a human. This guide points out the best places for him to use his Werewolf powers.

REINHARDT SCHNEIDER

Reinhardt descends from the Belmont clan of vampire hunters and carries their holy whip. He may run a little slower than Carrie and Cornell, but he's a fighting machine. With his whip he can hit hard and fast, and getting in close is usually his best tactic in battle.

Power-Ups are beneficial for all three characters, but they especially aid Reinhardt. Seek them out—one Power-Up changes his whip to a studded chain whip, and when he has two Power-Ups his whip transforms into a gleaming instrument of destruction.

CARRIE FERNANDEZ

Carrie is a young girl gifted with great magical powers. She senses Dracula's growing power and seeks out his castle to destroy him.

The smaller and lighter Carrie can jump higher than Cornell or Reinhardt and stay airborne longer. She moves slower than Cornell but somewhat faster than Reinhardt. While using Carrie, you'll find it harder to gauge jumps because of the way she seems to float through the air. Carrie can launch magic blasts at any time if you press Ⓑ, but if you hold Ⓑ down, the orb gathers strength and delivers an even *more* powerful punch. You should get in the habit of keeping this button held down so Carrie is always read to let fly. Once you're used to it you can even jump while holding Ⓑ down.

Carrie should avoid close-range fighting if possible—it takes a moment or two to charge her spell orb to full strength and do the most damage.

HENRY

Henry is a valiant soldier sent to Dracula's castle to release six trapped children. He carries a six-shooter that doubles as a club for his short-range attack and has an endless supply of bullets for his gun (but don't think this makes him invincible). After every six shots Henry must stop and reload. This leaves him briefly vulnerable, so if you're surrounded by enemies after you fire six shots, you should switch over to a jewel-powered weapon.

Despite his armor, Henry moves almost as quickly as Cornell. Each bullet may not do quite as much damage as a blast from Reinhardt's whip or Cornell's magic at close range, but he can fire six of them quickly, which more than makes up for it. The bullets are magic, and work even against ghosts and creatures of darkness.

CERBERI

You'll find these offspring of Cerberus, the guardian of Hades, only on Level Four, and you should be glad of that. They come in two different varieties, and they usually attack in pairs. You'll find it hard to finish one off before the other flanks you and attacks from the side. Worse, Cerberi with red fire around their muzzles can breathe fire as well as bite. To fight them, fire as quickly as you can and don't let them sneak up on your side.

STAINED-GLASS KNIGHTS

The Stained-Glass Knights dwell in stained-glass windows in the Villa in Level Four, and in the Castle Center. They're among the neatest looking enemies in the game. Two or three good blows will smash them to pieces, and they always leave you two or three Red Jewels after they break.

SNAKES

Snakes appear only in the Hedge Maze in Level Four, and you can easily dispatch them with a single attack if you get them while they close on you. The little reptiles do get aggressive, though, and once they bite and hang on, you can only get rid of them with a short-range attack.

DIRT MEN AND ICE MONSTERS

The Dirt Men spray poisonous dirt and the Ice Monsters spray poisonous snow. Both of these distant cousins lie beneath the surface and spring up to attack. They're only vulnerable to attack while exposed and spraying, or getting ready to spray. You can often leap over Dirt Men and avoid them, but you'll only find Ice Monsters on treacherous ice paths, and you must destroy them before you can advance.

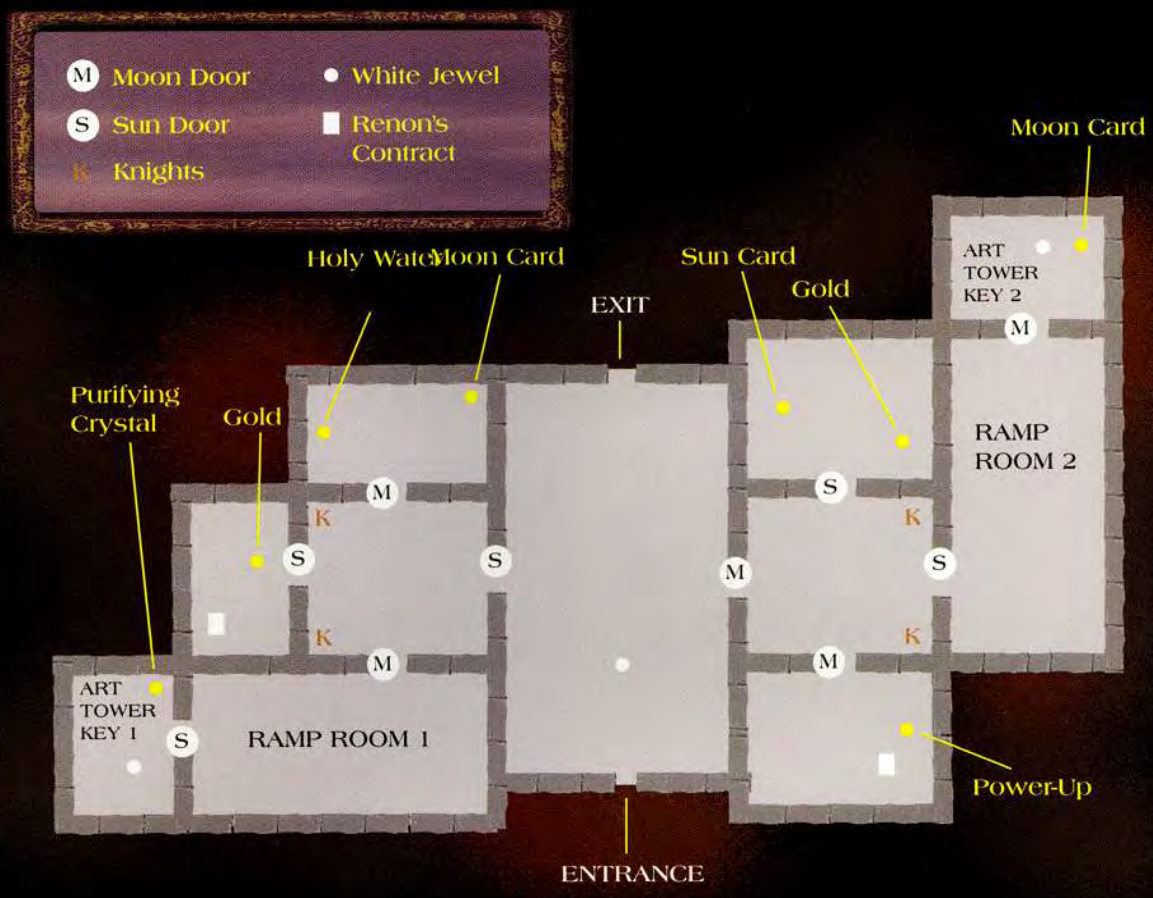
KNIGHTS

These empty suits of armor may advance slowly, but if you let them get close, they jab fiercely. Fire on them and retreat, or run past them and fire again. It usually takes five or more hits with a weapon to destroy them.

SPIDER WOMEN

These ferocious creatures dwell in the tunnels beneath Dracula's castle. They're part women, part spider, and all deadly. They move fast, and can jab with their spears or rear up to spray poison. They can only endure a few shots. When you hear them scuttling behind you, either run, or turn and start blasting.

Art Tower



Overview

The Art Tower consists of two distinct sections. You can easily navigate the first and largest by using the accompanying map. You face a series of doors with moon and sun emblems. The Sun Doors only open during the day and the Moon Doors only open only at night. To get past each of the doors, you must use a number of Sun Cards and Moon Cards. Fortunately, you'll find these scattered throughout the tower.

TREASURE

* Red Jewel (7)
* Gold (8)
* Cross (2)
* Holy Water (2)
* Power-up (2)
* Roast Chicken (1)
* Roast Beef (1)
* Moon Card (3)
* Purifying Crystal (3)
* Sun Card (2)

Note

In addition to this treasure, you can also find vast number of other Sun and Moon Cards, available whenever you destroy the Knights throughout the Art Tower.

When you arrive at the Art Tower, you see a White Jewel in the Main Art Room.

Save there, then exit via the Sun Door or Moon Door, depending upon what time you start the level. Regardless of which way you go first, you must collect both Art Tower Key One and Art Tower Key Two before you can leave the Tower of Art. You'll find both at the end of a complex series of jumps and an odd ramp. Take a look at the map to judge your course.

Most of your opposition in this section of the tower consists of Knights, which aren't really flesh-and-blood Knights, but empty suits of armor.

Each can take a large number of hits, but you shouldn't consider them dangerous unless they come close. Stand back and fire, then run past them if you need to fire again. They don't move too quickly.

Knights reappear after you exit a room, so you may get tired of battling them. If you want to avoid battles, you can just dash past them to the door without taking damage. You may want to fight them now and then, though, because they always carry a Sun or Moon Card, and you need plenty of those throughout this level.

Once inside, stay in the middle of the coffin, face away from the wall, and keep launching magic bolts.

Dracula must come to you. The rings of energy can't reach you in the coffin, and the coffin partially protects you from his wind attack. The wind or a burst of flame may get you out of the coffin once or twice, but you can climb back in.

Shift your stance to left and right to launch in Dracula's direction, and keep firing, whether you can see Dracula or not. With this strategy, Cornell defeats Dracula far faster than either Carrie or Reinhardt will.

Unfortunately, Cornell still has some fighting to do after defeating Dracula. The game takes him to face Dracula's demonic form. Details of that battle follow the description of tactics Carrie and Reinhardt must use against Dracula.

CARRIE AND REINHARDT VS. DRACULA

Carrie has a fairly easy time of it. She should just run from one side of the room to the other, charging and releasing her magical orbs. As long as she remembers how to dodge Dracula's attacks, she'll get through the battle quickly.

Reinhardt must get close to beat Dracula. He needs to watch constantly for Dracula's appearance.

As soon as he reappears and a target sign appears, Reinhardt should jump at him and whip him, even when Dracula summons winds to pull Reinhardt over and suck his blood. If Reinhardt attacks while airborne, he'll stop any of Dracula's attacks cold.

If Carrie and Reinhardt didn't face Charlie Vincent, they should conserve their jewel-powered weapons, because they must fight two more battles!

After you beat Dracula, the outcome varies. If you faced off against Charlie Vincent before you met Dracula, then the game ends, so you can sit back and watch the "lesser" ending and read the credits.

If you didn't fight Charlie Vincent, then get ready for more battle.

CORNELL VS. ULTIMATE DRACULA

You appear in a strange, otherworldly realm, and Dracula has transformed into a huge, horned beast.

Dracula keeps a second head within his torso, and you must target the second head to damage him.

Unfortunately, Dracula doesn't give you much opportunity to target that head. Either it remains closed up inside his torso, or Dracula's blasts keep you too busy to blast it yourself.

U.S. $14.99 Can. $17.95

Electronic Entertainment

When Darkness Falls, the Dead Will Rise

- Battle tactics for thwarting vile villains
- Walkthroughs for each treacherous level
- Additional hints and walkthroughs for Carrie, Reinhardt, and Henry
- Complete descriptions for every haunting item
- Terrifying maps for crucial game areas

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Platform: Nintendo 64

Play as Henry	Complete the game with Cornell, save your file. When you load the game, you will play as Henry
Play as Reinhardt	Complete the game with Henry, save your file. When you load the game, you will play as Reinhardt
Unlock Carrie	With Henry, find the child in the outer wall and complete the game
Unlock Carrie's alternate costume	With Henry, find the child in the waterway and complete the game
Unlock Cornell's alternate costume	With Henry, find the child in the castle wall and complete the game
Unlock Hard mode	With Henry, find the child in the forest and complete the game
Unlock Reinhardt	With Henry, find the child in the villa and complete the game
Unlock Reinhardt's alternate costume	With Henry, find the child in the tunnel and complete the game
Fight against Renon	During the game, spend more than 30,000 gold to buy items
Fight Against Vincent	Take longer then seven game days to reach Castle Keep to fight Vincent as a vampire

Castlevania
Circle of the Moon

The year is 1830. In an ancient castle on the outskirts of the Austrian empire, a demon lord that would unite the powers of darkness was being resurrected at the hand of a fiend yearning for chaos.

At this demonic castle, Camilla, one of Dracula's minions, began the incantation of a ritual to bring her lord Dracula back to life.

The vampire hunter Morris and his two apprentices, Nathan and Hugh, sensed an abnormality in the balance of nature and rushed to prevent Dracula's unholy reemergence.

"That unholy monster must never return!"

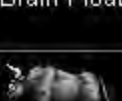
However, they arrived too late to prevent Dracula's return from his confinement. Dracula used his magical powers to imprison Morris, and cast Nathan and Hugh into a graveyard underneath the demonic castle.

Together the two began to search through the castle in order to vanquish Dracula and to rescue their master.

Released on June 8th, 2001 for the Nintendo Game Boy Advance, Castlevania: Circle of the Moon was the first game of the series since Symphony of the Night, to portray the Metroid style format, a layout that has had continued success in the franchise ever since. The hero of Circle of the Moon is Nathan Graves, who along with Hugh Baldwin is an apprentice of the great vampire hunter, Morris Baldwin. After the trio sensed Dracula's return, they made their way to Dracula's Castle to prevent his revival, unfortunately they were too late. When they arrived in Dracula's lair, the Count destroyed the floor beneath the feet of Nathan and Hugh, causing them a great fall in which they barely survived. As Morris Baldwin remained with Dracula as a prisoner, Hugh Baldwin went off to save his father and told Nathan to leave the castle. Nathan wanted to ensure his master was safe, and decided to remain in the castle, thus beginning his great adventure. While Castlevania: Circle of the Moon resembles Symphony of the Night in many ways including the Metroid style map layout, collecting various armor and items, and gaining experience in order to level up, it also has several features which make it stand out in the series. One of them is the DSS Card system which gives Nathan weapon enhancements, increases in defense or strength, summon familiars and major monsters to aid, and much more. There are 20 different cards with endless combinations that Nathan can acquire after defeating certain enemies. COTM also contains the Battle Arena, a bonus area of the castle which consists of 17 rooms crawling with some of the most difficult monsters man has ever seen. The prize for making your way through the very difficult Battle Arena is worth a king's ransom. The game does not have any item shop or Library, as seen in many other Castlevania titles. Instead you must rely on gathering potions, armor and everything else you may need by defeating enemies which occasionally drop these treasures. Circle of the Moon is probably the most challenging of the SOTN style games. The bosses, and even many of the standard enemies are so strong that you must have a high level of experience to defeat them, and the game contains one of the most difficult Dracula battles ever seen in any Castlevania title. Castlevania: Circle of the Moon is a very addicting adventure, loaded with hours of action that is sure to be enjoyed by all CV fans for many years to come.

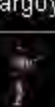
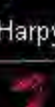
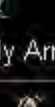
Nathan Graves	The hero of the game, Nathan Graves is the star pupil of Morris Baldwin. After Dracula captures Morris and casts Nathan and Hugh Baldwin to the depths of his castle, Nathan vows to ensure the safety of his legendary master, and ventures throughout the castle battling the most vicious monsters known to man.
Hugh Baldwin	The son of the great vampire hunter Morris Baldwin. Hugh is so determined to rescue his father that he unknowingly allows Dracula to control his mind, and slowly turn him against Nathan Graves in a jealous rage.
Morris Baldwin	The legendary Morris Baldwin, who along with his apprentices Nathan Graves and son Hugh, venture into Dracula's Castle to prevent the return of the evil Count. The group is too late, as Dracula has already been revived and Morris is taken captive and prepared to be used as a sacrifice for Dracula.
Dracula	Count Dracula is brought back by one of his minions, Camilla after he had been sealed away since 1820. He has plans of using Morris Baldwin's energy to fully complete his revival, and wreak havoc on the human race.
Camilla	One of Dracula's most loyal servants in Circle of the Moon, Camilla helps bring Dracula back once again, and is also a thorn in the side to both Nathan Graves and Hugh Baldwin.
Necromancer	The Necromancer is the servant of Dracula who informs Nathan that during the next full moon, Dracula would be stealing all of Morris Baldwin's powers to use as his own, and complete his revival.

Battle Arena Stats are in **yellow**

Enemy	HP	EXP	Element	Dropped Items	Location
Abiondarg	88 **188**	388 **588**	Electric	Potion, Spiced Pot Roast	Underground Waterway, Battle Arena
Alraune	774 **1003**	2500 **5000**	Plant	Magic Robe, Potion EX	Observation Tower, Battle Arena
Arachne	330 **430**	1300 **2400**	Earth	Heart High, Heart Mega	Catacombs, Battle Arena
Arch Demon	320	1000	Darkness	Cursed Ring, **Apollo Card**	Catacombs, Chapel Tower, Underground Warehouse
Axe Armor	55	31	Darkness	Leather Armor, **Mandragora Card**	Abyss Stairway, Audience Room, Outer Wall
Bat	5	4	Darkness	Wrist Band, Heart	Catacombs
Beast Demon	150	260	Darkness	Arm Guard, Cursed Ring	Eternal Corridor, Chapel Tower
Bloody Sword	30 **55**	200 **2000**	Poison	Arm Guard, **Mare Card**	Chapel Tower, Underground Waterway, Battle Arena
Bone Head	24	7	Fire	Heart, **Mercury Card**	Catacombs, Abyss Stairway
Bone Tower	84 **120**	160 **800**	Fire	Heart, Heart High	Catacombs, Eternal Corridor, Battle Arena
Brain Float	20	10	Electric	Leather Armor, Mind Restore	Catacombs, Chapel Tower, Underground Gallery, Underground Waterway, Outer Wall
 Catoblepas	550 **560**	1800 **2000**	Stone	Heart High, Soldier Fatigues	Observation Tower, Chapel Tower, Battle Arena
Clinking Man	80	21	Darkness	Prison Garb, Miracle Armband	Audience Room, Triumph Hallway
Coffin	200	3	Earth	Cotton Clothes, Heart	Catacombs
Dark Armor	400	3300	Darkness	Platinum Armor, Double Grips	Observation Tower
Death Mantis	200	400	Darkness	Hard Ring, **Cockatrice Card**	Underground Gallery
Demon Lord	460 **590**	1950 **4200**	Darkness	Potion, Strength Armband	Observation Tower, Battle Arena
Devil	1080 **1530**	10000 **30000**	Darkness	Potion High, Mirror Armor	Observation Tower, Battle Arena
Devil Armor	**500**	**6600**	Darkness	Potion High, **Black Dog Card**	Battle Arena
Devil Tower	10 **50**	17 **600**	Stone	Wrist Band, Potion	Audience Room, Battle Arena
Dryad	120	300	Plant	Heart High, Heart Mega	Underground Warehouse
Dullahan	240	2200	Darkness	Platinum Armor, **Thunderbird Card**	Observation Tower
Earth Armor	130	240	Earth	Gauntlet, Gold Armor	Machine Tower
Earth Demon	150	35	Earth	Magic Gauntlet, **Serpent Card**	Catacombs
Ectoplasm	12	2	Darkness	Wrist Band, Mind Restore	Machine Tower, Eternal Corridor

Next Page

Battle Arena Stats are in **yellow**

Enemy	HP	EXP	Element	Dropped Items	Location
Electric Skeleton	42 **150**	30 **700**	Electric	Leather Armor, Golem Card	Audience Room, Battle Arena
Evil Hand	52	63	Poison	Prison Garb, Intelligence Ring	Eternal Corridor, Underground Waterway
Evil Pillar	20 **55**	480 **1500**	Stone	Toy Ring, Steel Armor	Observation Tower, Battle Arena
Fallen Angel	370	6000	Light	Heart EX, Saint Card	Chapel Tower
Fish Head	80	486	Ice	Chain Mail, Mind EX	Underground Waterway
Flame Armor	160	280	Fire	Bronze Armor, Heart EX	Triumph Hallway
Flame Demon	300 **680**	500 **4500**	Fire	Potion, Chain Mail	Eternal Corridor, Battle Arena
Fleaman	60	9	Darkness	Cotton Clothes, Arm Guard	Catacombs, Audience Room
Forest Armor	370	1280	Plant	Chain Mail, Rainbow Robe	Audience Room, Underground Warehouse
Fox Archer	75	53	Darkness	Silk Robe, Cotton Robe	Machine Tower
Fox Hunter	100 **160**	272 **600**	Darkness	Potion, Pot Roast	Catacombs, Underground Warehouse, Battle Arena
Franken	1200	2100	Earth	Ninja Garb, Soldier Fatigues	Eternal Corridor
Frozen Shade	112	1212	Ice	Magic Gauntlet, Star Bracelet	Audience Room, Underground Waterway, Observation Tower
Gargoyle	60	3	Wind	Prison Garb, Heart High	Audience Room, Abyss Stairway
 Ghoul	100	3	Darkness	Heart High, Prison Garb	Eternal Corridor
Golem	650	1400	Stone	Steel Armor, Night Suit	Underground Warehouse
Gorgon	230	219	Stone	Heart, Pot Roast	Eternal Corridor
Gremlin	30	2	Wind	Wrist Band, Mind Restore	Catacombs
Grizzly	600	960	Darkness	Strength Ring, Spiced Pot Roast	Catacombs, Underground Warehouse
Harpy	120	271	Wind	Stylish Suit, Star Bracelet	Underground Gallery
 Heat Shade	80	136	Fire	Stylish Suit, Jupiter Card	Machine Tower
Hippogryph	300 **500**	740 **1900**	Wind	Pot Roast, Heart EX	Chapel, Underground Tower, Battle Arena
Holy Armor	350	1700	Light	Platinum Armor, Serpent Card	Underground Warehouse
 Hopper	40	8	Darkness	Cotton Clothes, Gauntlet	Catacombs
Hyena	93 **210**	105 **1000**	Darkness	Potion, Night Suit	Audience Room, Battle Arena

Battle Arena Stats are in **yellow**

Enemy	HP	EXP	Element	Dropped Items	Location
Ice Armor	240	500	Ice	Steel Armor, Neptune Card	Underground Waterway
Ice Demon	350	4200	Ice	Rainbow Robe, Diamond Armor	Underground Waterway
Imp	90	103	Darkness	Spiced Pot Roast, Salamander Card	Underground Gallery
Killer Bee	8	77	Poison	Antidote, Night Suit	Underground Gallery
King Moth	140	150	Poison	Antidote, Heart EX	Underground Warehouse, Underground Gallery
Legion	420 **540**	1590 **2800**	Darkness	Cure Curse, Potion High	Chapel Tower, Observation Tower, Battle Arena
Lilim	400	800	Darkness	Mind EX, Dark Armor	Machine Tower
Lilith	660	20000	Darkness	Mind EX, Sage Robe	Underground Warehouse
Lizard Man	100	800	Ice	Chain Mail, Manticore Card	Underground Gallery, Underground Waterway
Man Eater	400	700	Plant	Heart, Titania Card	Underground Gallery
Marionette	80 **200**	127 **1200**	Darkness	Cure Curse, Mind High	Chapel Tower Battle Arena
Medusa Head	6	2	Stone	Hard Ring, Wrist Band	Machine Tower
Merman	60	10	Ice	Pot Roast, Gauntlet	Underground Waterway
Mimic Candle	990	6600	Poison	Heart, Gambler Armband	Audience Room
Minotaur	410 **580**	2000 **4100**	Earth	Spiced Meat, Golem Card	Observation Tower, Battle Arena
Mud Man	25	2	Earth	Cotton Clothes, Mind Restore	Catacombs
Mummy	100	6	Earth	Cotton Clothes, Heart	Catacombs
Myconid	50	25	Plant	Potion, Mind High	Underground Gallery
Nightmare	250	2000	Darkness	Mind Restore, Needle Armor	Outer Wall
Poison Armor	260 **380**	822 **3600**	Poison	Antidote, Rainbow Robe	Underground Gallery, Battle Arena
Poison Worm	120	12	Poison	Magic Gauntlet, Antidote	Catacombs
Poison Worm	1	1	Poison	Magic Gauntlet, Antidote	Catacombs
Poltergeist	105	510	Darkness	Mind High, Cursed Ring	Underground Warehouse
Scary Candle	150	900	Poison	Heart EX, Dramus Card	Machine Tower
Siren	160	880	Wind	Mind High, Gilfiar Card	Underground Waterway, Observation Tower

Battle Arena Stats are in **yellow**

Enemy	HP	EXP	Element	Dropped Items	Location
Skeleton	25 **150**	4 **500**	Darkness	Leather Armor, Potion	Catacombs, Abyss Stairway, Audience Room, Triumph Hallway, Machine Tower, Battle Arena
Skeleton Athlete	100	25	Darkness	Cotton Clothes, Taiitsu Card	Audience Room
Skeleton Bomber	20 **150**	4 **550**	Fire	Potion, Salamander Card	Catacombs, Outer Wall, Battle Arena
Skeleton Boomerang	60	112	Wind	Stylish Suit, Miracle Armband	Machine Tower, Eternal Corridor
Skeleton Knight	50	39	Darkness	Leather Armor, Bronze Armor	Audience Room, Eternal Corridor
Skeleton Medalist	250	1500	Wind	Toy Ring, Bear Ring	Catacombs
Skeleton Soldier	35	16	Darkness	Leather Armor, Bronze Armor	Abyss Stairway, Audience Room
Skeleton Spear	30 **150**	6 **580**	Darkness	Cotton Robe, Leather Armor	Catacombs
Slime	40	11	Poison	Antidote, Venus Card	Catacombs, Abyss Stairway, Audience Room, Machine Room
Spear Fish	28	280	Ice	Heart, Heart EX	Underground Waterway
Specter	15	3	Fire	Mind Restore, Mind High	Underground Gallery
Spirit	9	1	Fire	Wrist Band, Mind Restore	Catacombs
Stone Armor	90 **260**	222 **3000**	Stone	Hard Ring, Cockatrice Card	Audience Room, Machine Tower, Battle Arena
Succubus	150 **300**	222 **3000**	Darkness	Intelligence Ring, Manticore Card	Audience Room, Underground Warehouse, Battle Arena
Thunder Armor	204	1800	Electric	Steel Armor, Gold Armor	Chapel Tower, Underground Gallery
Thunder Demon	180	450	Electric	Magic Gauntlet, Manticore Card	Machine Tower, Chapel Tower
Trick Candle	200	1400	Poison	Heart Mega, Pixie Card	Catacombs
Were-Bear	265	227	Darkness	Strength Ring, Cotton Robe	Chapel Tower
Were-Horse	400	970	Earth	Pot Roast, Defense Armband	Audience Room
Were-Jaguar	270 **320**	160 **1200**	Darkness	Ninja Garb, Gold Armor	Audience Room, Chapel Tower, Battle Arena
Were-Panther	200	270	Darkness	Wrist Band, Thunderbird Card	Chapel Tower
Werewolf	160 **340**	140 **1100**	Poison	Pot Roast, Gauntlet	Audience Room, Battle Arena
White Armor	**640**	**7000**	Light	Potion High, Unicorn Card	Battle Arena
Wight	110	4	Darkness	Silk Robe, Mind High	Underground Warehouse
Will O' Wisp	11	9	Fire	Mind Restore, Wrist Band	Outer Wall, Audience Room, Triumph Hallway
Wind Armor	320	1800	Wind	Potion High, Potion	Outer Wall
Wind Demon	400 **490**	3600 **4000**	Wind	Mind High Sage Armband	Audience Room, Battle Arena
Witch	144 **210**	600 **1000**	Darkness	Mind Restore, Magic Robe	Underground Waterway, Battle Arena
Zombie	48	2	Darkness	Cotton Clothes, Potion	Catacombs, Abyss Stairway
Zombie Thief	120	58	Wind	Prison Garb, Lucky Ring	Audience Room, Machine Tower

Boss	HP	EXP	Element	Location
Adramelech	1800	16000	Darkness	Chapel Tower
Camilla	1500	80000	Darkness	Underground Waterway
Cerberus	600	500	Light	Catacombs
Death	880	60000	Darkness	Underground Warehouse
Dracula	1200	150000	Darkness	Ceremonial Room
Dracula (2nd form)	3000	-	Darkness	Sealed Room
Dragon Zombie	1400	15000	Poison	Underground Gallery
Hugh Baldwin	2800	120000	Light	Observation Tower
Iron Golem	1000	8000	Stone	Machine Tower
Necromancer	500	2500	Darkness	Audience Room

CASTLEVANIA: CIRCLE OF THE MOON

Konami's Castlevania: Circle of the Moon for the Game Boy Advance has everything gamers have come to expect from the Castlevania series. Explore a wondrous 2-D world, where you'll encounter the undead at every turn. Upgrade your player with various magic items, weapons and skills.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *JUNE 2001*
WEBSITE: *KONAMI.COM*

Mild Violence
Animated Blood

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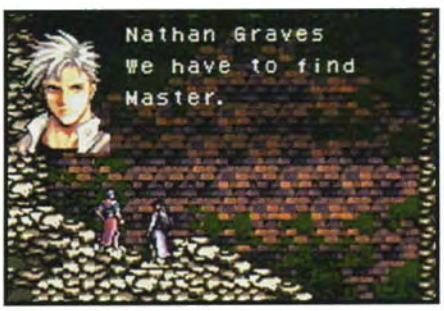
DRAC IS BACK

It is 1830 and the evil Camilla has brought Dracula back from the grave. When faced with the Lord of Darkness, our two vampire hunters, Hugh Baldwin and Nathan Graves, get separated from their esteemed teacher, Morris Baldwin. As Nathan, you must explore the vampire's castle to destroy Dracula and rescue your master.



HELPFUL ITEMS

Throughout the game, enemies will drop various items that you can use during your journey. There is no limit to your inventory, so pick up as many items as you like. Here is a list of all the goodies you can obtain in the game.

The items you discover will affect your character in different ways. Increasing your Luck will help you discover more items. Increasing your Intelligence will decrease the amount of mind power you'll need to cast magic. Many items affect multiple stats both positively and negatively.

CLOTHING

BRONZE ARMOR

Bronze Armor is the most basic form of armor you'll come across. Wearing it increases your Defense by only 50 points.

CHAIN MAIL

Chain Mail is similar to the Bronze Armor, but rarer. Wearing it increases your Defense by 100 points.

COTTON CLOTHES

The weakest apparel you can slip on, Cotton Clothes will boost your Defense by 20 points, which is better than nothing.

COTTON ROBE

You will find this piece of clothing more often then you would like. It will boost your Defense by a paltry 25 points.

GOLD ARMOR

This fine armor only looks expensive. A lot less common than Chain Mail, it will increase your Defense by 80.

LEATHER ARMOR

Leather Armor is very prevalent throughout the game. It will probably be your first piece of clothing. Good for 30 Defense points.

PLATINUM ARMOR

This interesting item will increase your Strength by 50 points, your Defense by 60 points and your Intelligence by 10 points.

PRISON GARB

This piece of clothing will not only increase your Strength by five points but will also boost your Defense by 20 points.

RAINBOW ROBE

The Rainbow Robe will increase your Defense by 140 points, your Intelligence by 140 points and your Luck by 15 points.

SILK ROBE

Weaker than the Rainbow Robe, the Silk Robe will increase your Defense by 40 points and your Intelligence by 140 points.

STEEL ARMOR

More powerful than Chain Mail or suits of Bronze, Gold or Leather Armor, this item will increase your Defense by 120 points.

STYLISH SUIT

Not only will you look good wearing this item, but it will also increase your Strength by 10 points and your defense by 40 points.

MORE CLOTHING ITEMS TO FIND:

DARK ARMOR
DIAMOND ARMOR
MAGIC ROBE
MIRROR ARMOR
NEEDLE ARMOR
NIGHT SUIT
NINJA GARB
SAGE ROBE
SHINNING ARMOR
SOLDIER FATIGUES

ARM EQUIPMENT

ARM GUARD

This is a pretty basic piece of equipment that can be equipped on either arm. It adds 10 points to your Defense.

CURSED RING

The Cursed Ring adds 30 points to both your Strength and your Defense, but saps 100 points from your Intelligence.

GAUNTLET

This item is very similar to the Arm Guard and can be equipped on either arm. It will increase your attack power by 15 points.

HARD RING

Be wary of the Hard Ring. It will increase your Defense by 50 points but lower your Strength and Luck by 10 points each.

INTELLIGENCE RING

While this item will increase your Intelligence by 50 points, it will also lower both your Strength and Luck by 10 points.

LUCK RING

The Luck Ring will increase your Luck by 50 points, but will also lower both your Defense and Intelligence by 10 points.

MAGIC GAUNTLET

The most common gauntlet in the game will increase your Intelligence by 10 points.

STRENGTH RING

This item will increase your Strength by 50 points but will sap your Defense and Intelligence by 10 points each.

WRIST BAND

This is another common item in the game and can be equipped on either arm. It will increase your Strength by 5 points.

MIRACLE ARMBAND

For a few extra strokes of good fortune, strap on the Miracle Armband, which will increase your Luck by 10 points.

MORE ARM EQUIPMENT ITEMS TO FIND:

BEAR RING
DEFENSE ARMBAND
DOUBLE GRIPS
GAMBLER ARMBAND
SAGE ARMBAND
STAR BRACELET
STRENGTH ARMBAND
TOY RING

HEALTH & MAGIC

ANTIDOTE

If you are bitten by a venomous foe, your health will decrease point by point. Antidote will reverse the effects of poison.

CURE CURSE

Some undead foes, such as Marionettes, may place a curse upon you. Use this item to reverse your Curse Status.

HEART

In your fight against the undead, it is vital that you collect Hearts. This item will restore 10 of your Hearts.

HEART HIGH

You will not come across a Heart High very often. The item will restore 50 of your Hearts.

MEAT

Meat will appear after you have broken chandeliers or eliminated certain enemies. It will restore 50 Hit Points.

MIND RESTORE

Hit Points and Hearts aren't the only things you need to replenish. Mind Restore will restore 30% of your magic points.

MIND HIGH

You will need a lot of magic to put some of your tougher enemies to rest. Using this item will restore 50% of your magic points.

POTION

Players will definitely take a beating physically in Dracula's castle. Taking this will restore 20 precious Hit Points.

SPICED MEAT

Munching on a hunk of meat will restore a whopping 100 of your Hit Points.

MORE HEALTH AND MAGIC ITEMS TO FIND:

HEART EX
HEART MEGA
MIND EX
POTION EX
POTION HIGH

MAX INCREASE ITEMS

HP MAX INCREASE

MP MAX INCREASE

HEART MAX INCREASE

Max Increase items extend your various meters. HP Max Increase items refill your red Hit Point meter and raise your Hit Points (HP) by 10. MP Max Increase items refill your blue Mind Point meter and raise your Mind Power (MP) by 10. The Heart Max Increase replenishes six Hearts and raises your Heart capacity by six.

DSS CARDS

Some enemies will drop a DSS (Dual Setup System) card when you defeat them. The cards may correspond to either an Action or an Attribute, and combining them in different ways will give you special powers.

Pause the game and select CARD to see a description of your deck. Some card pairings require specific circumstances before you'll be able to summon their magic, so you might have to perform a certain move to tap into a card combo's power.

DSS CHART KEY: **MP:** MIND POWER **STR:** STRENGTH **DEF:** DEFENSE **INT:** INTELLIGENCE **LCK:** LUCK ☐ MP DECREASES WITH EACH USE ☐ MP DECREASES WHILE ACTIVATED

ACTION

ATTRIBUTE	MERCURY	VENUS	JUPITER	MARS	DIANA	APOLLO	NEPTUNE	SATURN	URANUS	PLUTO
SALAMANDER	Fire Whip. STR +5% 6 MP	STR +25% 4 MP	Two powerful fireballs circle you in defense. 4 MP	Fire Sword. Its swing can attack above you. STR +10% 8 MP	A fireball shoots forward with each attack. 32 MP	A bomb is thrown when you press Down, forward and Up, then attack. 20 MP	When hit with a fire attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Bat Familiar that attacks in tandem will appear. 4 MP	A Salamander is summoned to attack. 160 MP	A weapon attack is unleashed when you press Down, forward and Up, then attack. 4 MP
SERPENT	Ice Whip. Use it to freeze enemies, which you can use as platforms. STR -30% 2 MP	DEF +25% 4 MP	Ice balls circle you in defense. They can freeze enemies. 4 MP	Ice Sword. Its swing can attack above you and freeze enemies. STR -30% 4 MP	Three balls of ice are released and spread with each attack. They can freeze enemies. 64 MP	An ice ball is thrown when you press Down, forward and Up, then attack. It can freeze enemies. 20 MP	When hit with an ice attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Ghost Familiar that heads toward enemies and attacks them will appear. 4 MP	A Serpent is summoned to attack. 120 MP	Number of weapons thrown doubles when activated. 4 MP
MANDRAGORA	Whip of Thorns. STR +10% 6 MP	LCK +25% 4 MP	If you are stationary, your health is slowly replenished. 16 MP	Rose Sword. Its swing can attack above you. Longer range. STR +10% 10 MP	Three plumes of rose petals are thrown with each attack. 96 MP	A rose is thrown when you press Down, forward and Up, then attack. 40 MP	When hit with a plant attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	An Owl Familiar that attacks in tandem will appear. 4 MP	A Mandragora is summoned to attack. 100 MP	Gain 20% more Experience Points for each enemy eliminated. 4 MP
GOLEM	Earth Whip. Longer distance whip. 8 MP	Defense increases as the percentage of the map uncovered increases. 16 MP	After you're hit, the duration of invincibility is four times longer. 4 MP	Massive Hammer that causes earthquakes when it hits the ground. 4 MP	A moving earthquake is released forward with each attack. 16 MP	Stalagmites are raised when you press Down, forward and Up, then attack. 30 MP	When hit with an earth attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Hawk Familiar that dives at enemies and attacks them will appear. 4 MP	A Golem is summoned to attack. 100 MP	Project an image of yourself to double your attack. 8 MP
COCKATRICE	Stone Whip. Turns enemies to stone. They can be used as platforms. STR +10% 6 MP	Gain Experience Points while walking. 2 MP	Turn to stone with limited movement. Poison, curse, stone & freeze won't affect you. 8 MP	Tonfers that turn enemies into stone. Range is less than whip. STR +20% 12 MP	Three rocks are thrown with each attack. 16 MP	Comets are dropped on enemies when you press Down, forward and Up, then attack. 60 MP	When hit with a stone attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Medusa Familiar appears and attacks in tandem, turning enemies into stone. 6 MP	A Cockatrice is summoned to attack. 200 MP	Defense increases as elapsed game time increases. 6 MP
MANTICORE	Poison Whip. Releases a mist of poison in the air when you swing your whip. STR -10% 6 MP	Gain double the amount of Hearts collected. 2 MP	A cloud of poison surrounds you as protection. 4 MP	Poison Claws. Range is less than whip. STR -10% 8 MP	Your whip is swung upward and releases poison gas. 16 MP	A poisonous-bomb is detonated when you press Down, forward and Up, then attack. 10 MP	When hit with a poison attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Ghast Familiar appears and attacks enemies. 8 MP	A Manticore is summoned to attack. 80 MP	Weapons use MP instead of Hearts. 5 MP
GRIFFON	Wind Whip. Press and hold button for a continuous attack. STR -15% 10 MP	INT +25% 4 MP	While you dash, a sonic wave will appear in front of you as protection. 4 MP	Sword Draw. Hold the button, for a stronger attack. STR +40% 16 MP	A wind wave is released with each attack. 128 MP	A tornado is created when you press Down, forward and Up, then attack. 60 MP	When hit with a wind attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Wind Sprite Familiar appears and attacks in tandem. 8 MP	A Griffon is summoned to attack. 100 MP	Walking and dash speed increase. 4 MP
THUNDERBIRD	Electric Whip. Hold button to electrocute enemies. 10 MP	Strength increases with the amount of map uncovered. 16 MP	You will be sent flying when hit, but damage is half as much as usual. 4 MP	Martial Arts. Rapidly press button for combo attacks. Short range. 16 MP	When whip is spun, it is electrified. 12 MP	A lightning ball is thrown when you press Down, forward and Up, then attack. 80 MP	When hit with a electricity attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Crow Familiar appears and electrocutes enemies. 16 MP	A Thunderbird is summoned to attack. 200 MP	Damage inflicted on enemies increases as elapsed game time increases. 4 MP
UNICORN	Holy Whip. Health is replenished with each use of the whip. STR +20% 20 MP	DEF +50% STR -50% 8 MP	A circular barrier surrounds you. 8 MP	Attack with a powerful Holy Sword with a long range. STR +70% 32 MP	A guided shell is released with each attack. 48 MP	Arrows of light rain down when you press Down, forward and Up, then attack. 80 MP	When hit with a light attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	A Cherun Familiar appears and attacks in tandem. 32 MP	A Unicorn is summoned to attack. 100 MP	Your body glows and cannot be hit by anything. You cannot hit anything either. 20 MP
BLACK DOG	Darkness Whip. Surrounds enemy with darkness that attacks them. STR +40% 40 MP	DEF -50% STR +50% 8 MP	A black hole barrier surrounds you, but it will gradually decrease HP. 8 MP	Attack with a gun. Slow to fire, but long range and very powerful. STR +100% 32 MP	Eight shells of darkness are released around you with each attack. 32 MP	A black hole is thrown when you press Down, forward and Up, then attack. 120 MP	When hit with a darkness attack, MP is reduced, while 12.5% of HP is recovered from hit. 3 MP	An Imp Familiar that releases a powerful attack when the button is held appears. 4 MP	A Black Dog is summoned to attack. 100 MP	Transform into a skeleton. 5 MP

MAGIC ITEMS

Playing through Dracula's Castle isn't all fun and games—you'll come face-to-face with some difficult bosses. By defeating them you'll earn Magic Items, which will allow you to access areas that you normally couldn't reach. The icons below represent magical items. If you need a specific Magic Item to venture deeper into an area, its icon will appear on the map.

DASH BOOTS

This Magic Item makes you move faster. Double-tap forward to perform a dash move. The boots will allow you to make longer jumps and cover ground faster. You'll find the Dash Boots in the Catacombs, and the footwear is the only item you can earn without having to defeat a boss first.

DOUBLE

After defeating the first boss in the Catacombs, you'll earn the Double, which gives you the ability to perform two consecutive jumps in the air. When you reach the top of your first jump, press the jump button again to perform a second jump.

TACKLE

Stone blocks barricade some passageways in the castle. While pressing forward, hit the special move button to charge at a block and destroy it. You'll find the Tackle Magic Item in the Audience Room after defeating the second boss.

KICK BOOTS

The Kick Boots allow you to adhere to a surface for a brief moment before jumping to the opposite wall. Press forward toward a wall, hold the special move button and then press Left or Right, depending on your location. Use the technique to move little by little to higher ground. You'll earn the Kick Boots after defeating the third boss, located in the Machine Tower.

HEAVY RING

There'll be times when you won't be able to use the Tackle to break a box that is blocking your way. After defeating the fourth boss, located in the Chapel Tower, you'll be given the Heavy Ring. The helpful item will allow you to push boxes—like those shown in the picture—out of the way so you can gain access to other areas of the game.

CLEANSING

As you explore Dracula's Castle, you'll come across polluted bodies of water. To prevent the water from damaging you, you can use the Cleansing Magic Item to make the water safe to traverse. You'll get Cleansing after defeating the sixth boss, located in the Underground Warehouse.

ROC WING

You'll find the Roc Wing only after defeating the seventh boss, located in the Underground Waterway. By pressing Up and your special move, you'll be able to fly up in the air. You can repeat this move to access higher areas—just press and hold Up and the special move button again.

LAST KEY

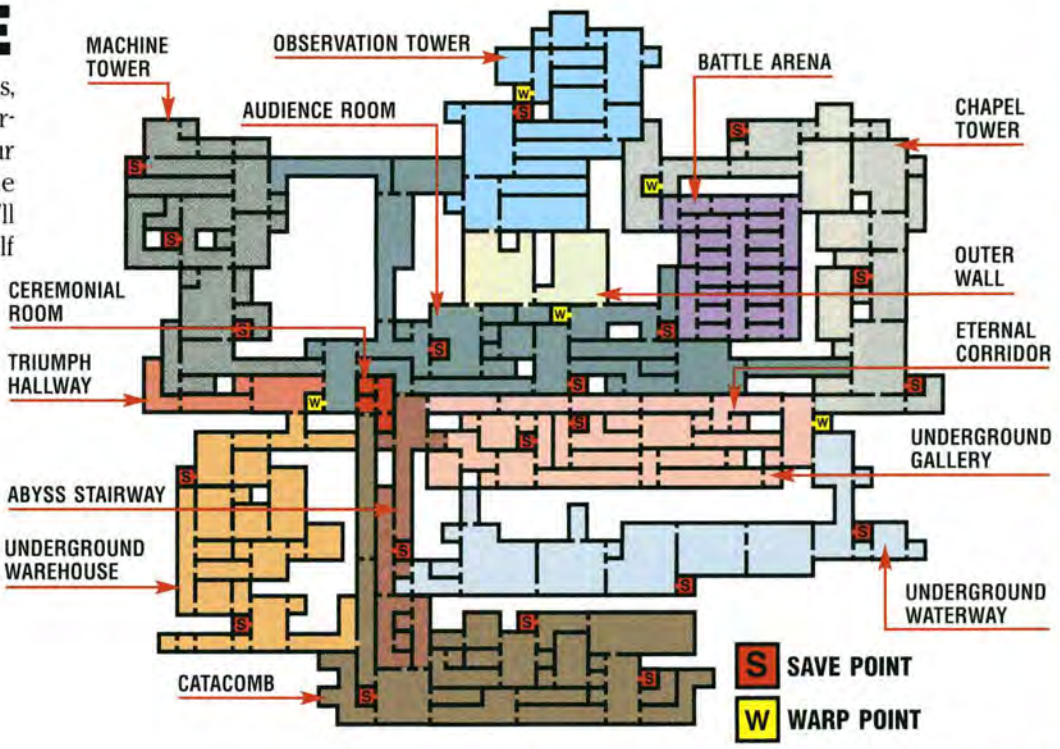
After exploring Dracula's Castle, you'll have to gain access to his Ceremonial Room. To access this area, you must first find the Last Key. Players can obtain it by defeating the eighth boss, located in the Observation Tower.

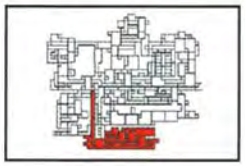
THE CASTLE

Dracula's Castle is divided into 14 areas, and each area is represented by a different color on the map to the right. Your journey begins in the Catacomb—the brown section of the map—and you'll eventually meet up with Dracula himself in the Ceremonial Room.

CHECK YOUR MAP

There is a handy Auto Map feature in the game, which you can use at any time to figure out where you are and, more importantly, where you've been. To access this feature, press the Select Button.





CATACOMB

In the castle's first area, a few snaps of your whip will defeat most enemies. You'll be weak, though, so keep an eye on your Hit Points.

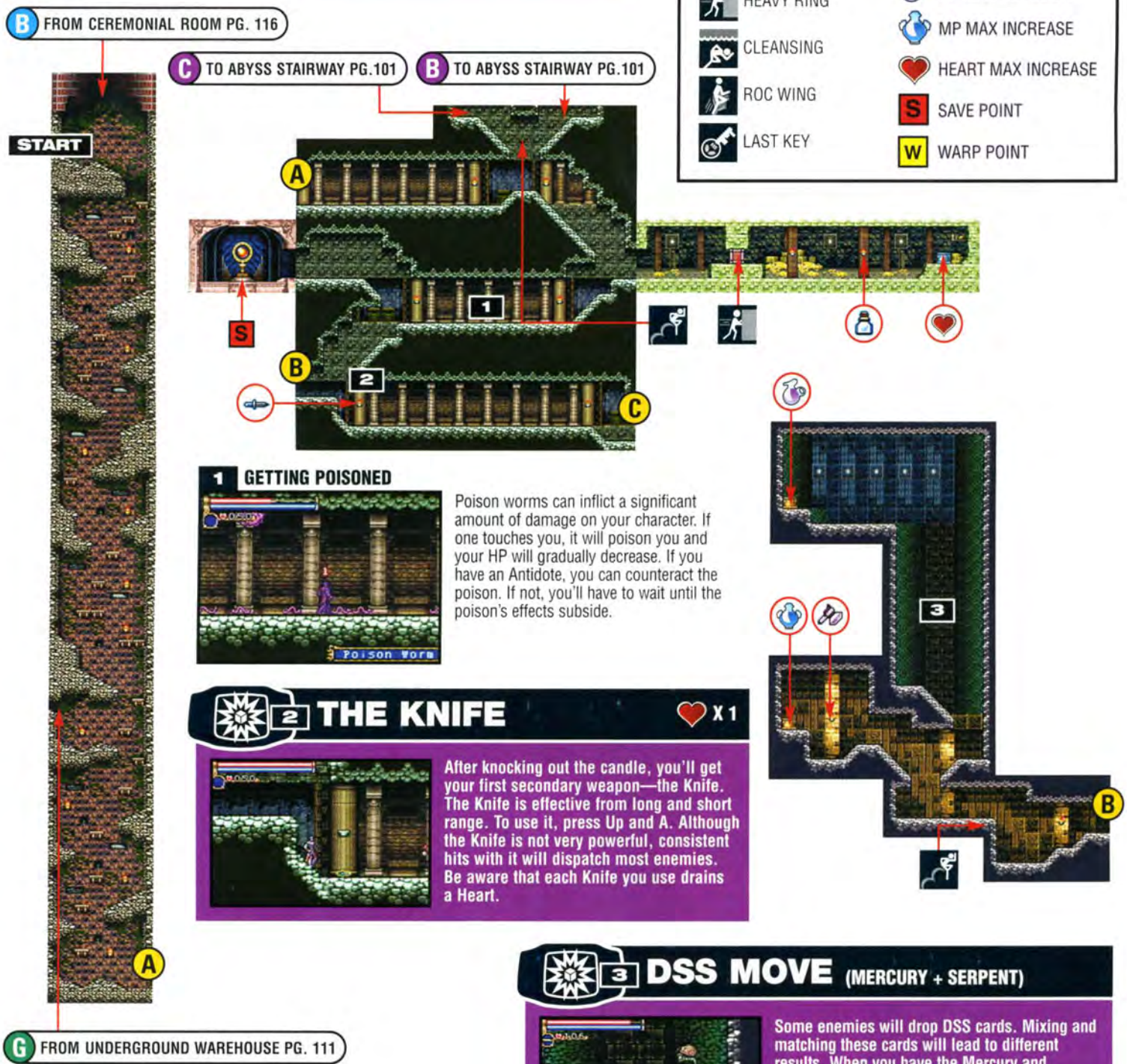
MAP KEY:

MAGIC ITEM NEEDED:

- DASH BOOTS
- DOUBLE
- TACKLE
- KICK BOOTS
- HEAVY RING
- CLEANSING
- ROC WING
- LAST KEY

- KNIFE
- POTION
- AXE
- STOPWATCH
- BOOMERANG
- HP MAX INCREASE
- MP MAX INCREASE
- HEART MAX INCREASE
- S SAVE POINT
- W WARP POINT

SAVE POINTS: Keep track of where save points are located, and save often. Every time you save, you'll refill your HP and MP meters.



1 GETTING POISONED

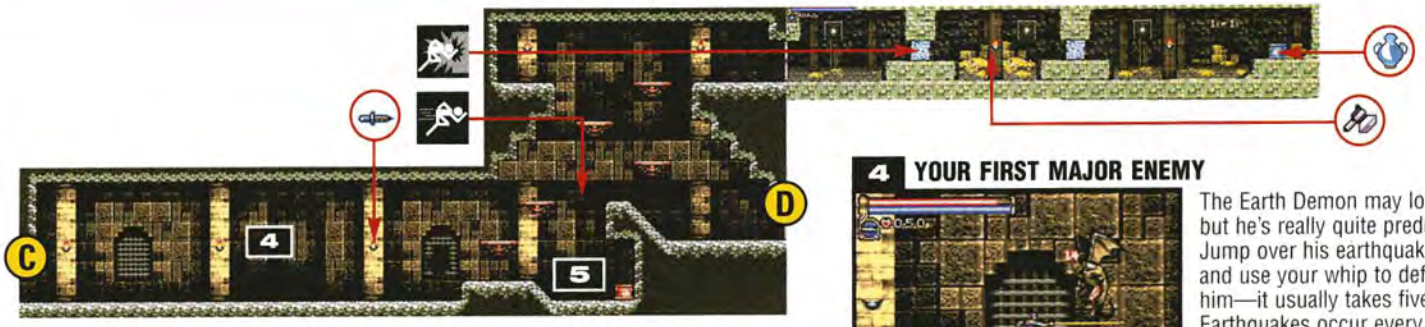
Poison worms can inflict a significant amount of damage on your character. If one touches you, it will poison you and your HP will gradually decrease. If you have an Antidote, you can counteract the poison. If not, you'll have to wait until the poison's effects subside.

2 THE KNIFE — X1

After knocking out the candle, you'll get your first secondary weapon—the Knife. The Knife is effective from long and short range. To use it, press Up and A. Although the Knife is not very powerful, consistent hits with it will dispatch most enemies. Be aware that each Knife you use drains a Heart.

3 DSS MOVE (MERCURY + SERPENT)

Some enemies will drop DSS cards. Mixing and matching these cards will lead to different results. When you have the Mercury and Serpent DSS cards, combine them to create the Ice Whip. Use the Ice Whip to freeze the Brain Floats. Once they're chilled, you'll be able to use them as platforms to reach the HP Max Increase.



4 YOUR FIRST MAJOR ENEMY

The Earth Demon may look scary, but he's really quite predictable. Jump over his earthquake attacks and use your whip to defeat him—it usually takes five hits. Earthquakes occur every time he lifts his arm, so time your jumps accordingly.

5 DASH BOOTS

Near the Earth Demon, you'll find the first magic item—the Dash Boots. Double-tap in a direction to start running. Not only will the boots allow you to move faster, but they will also let you jump farther. You'll be able to access areas that were once out-of-reach.

6 SCOOT UNDER AND GET THE HEART MAX INCREASE

Occasionally, you'll come across low-clearance areas that are too tight to enter. Press Down and A to slide into smaller passageways. Slip under the barrier pictured above to find a Heart Max Increase. The item will increase the amount of Hearts you can hold, which means you'll be able to use your secondary weapons more often.

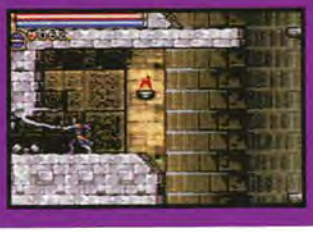
7 HP MAX INCREASE

You'll find your first HP Max Increase here. It will replenish your HP meter and increase your maximum Hit Points, which will make you more powerful and able to sustain more damage. Potions are spread throughout the game—be sure to snatch up every one.

8 MP MAX INCREASE

In the same way that an HP Max Increase will boost your health, the MP Max Increase will replenish and increase your Mind Power. Having plenty of MP at hand is useful for players who like to use DSS card abilities against enemies.

9 HIDDEN ROOMS



There are secret rooms hidden throughout the castle. Uncover the elusive areas by cracking your whip to break down certain walls. The first of many secret rooms is called out on the map. Typically, secret rooms contain a Max Increase item.

10 SLIDE THROUGH THE ONE-WAY OPENING

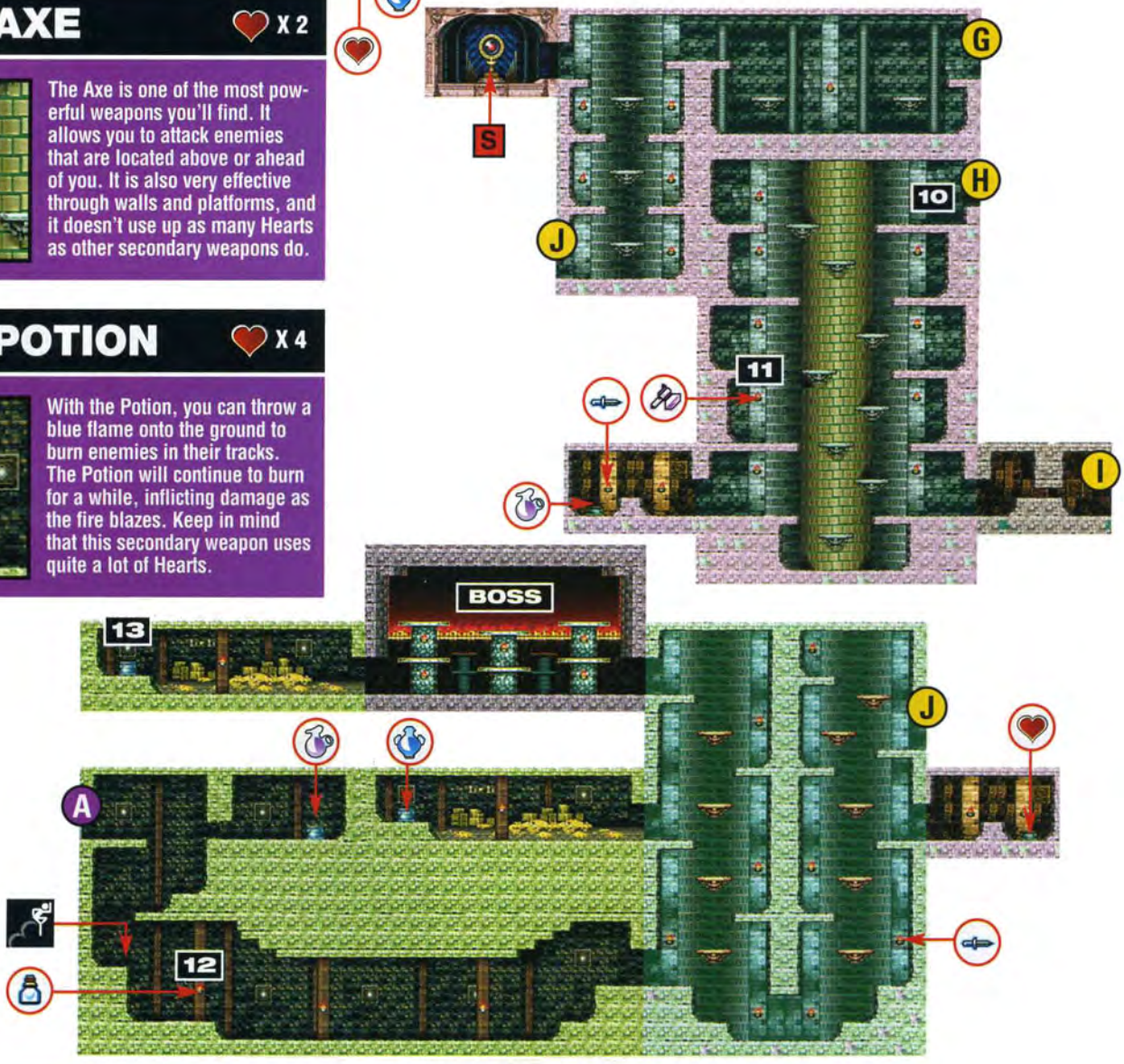
From time to time, you'll come across narrow openings that are one-way passages. If there is no way for you to crouch and scoot underneath, then the passage is exit-only.

11 THE AXE

The Axe is one of the most powerful weapons you'll find. It allows you to attack enemies that are located above or ahead of you. It is also very effective through walls and platforms, and it doesn't use up as many Hearts as other secondary weapons do.

12 THE POTION

With the Potion, you can throw a blue flame onto the ground to burn enemies in their tracks. The Potion will continue to burn for a while, inflicting damage as the fire blazes. Keep in mind that this secondary weapon uses quite a lot of Hearts.

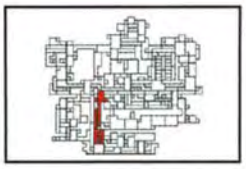


CERBERUS (LEVEL 5+ RECOMMENDED)

Equip any armor and grab the Potion before fighting Cerberus. When the dog turns blue, it will either pounce or hurl floating, electric charges. Dodge the attacks by steering clear of the arena's middle area. Retreat to a safe distance and retaliate by using Potions. When Cerberus turns red, position yourself directly below the hound to avoid its ray, then attack the dog from behind.

13 DOUBLE

Once you have beaten Cerberus, enter the next room. Inside, you will find the Double Magic Item, which will allow you to execute a second jump while in midair. Use it to soar to previously unreachable areas.

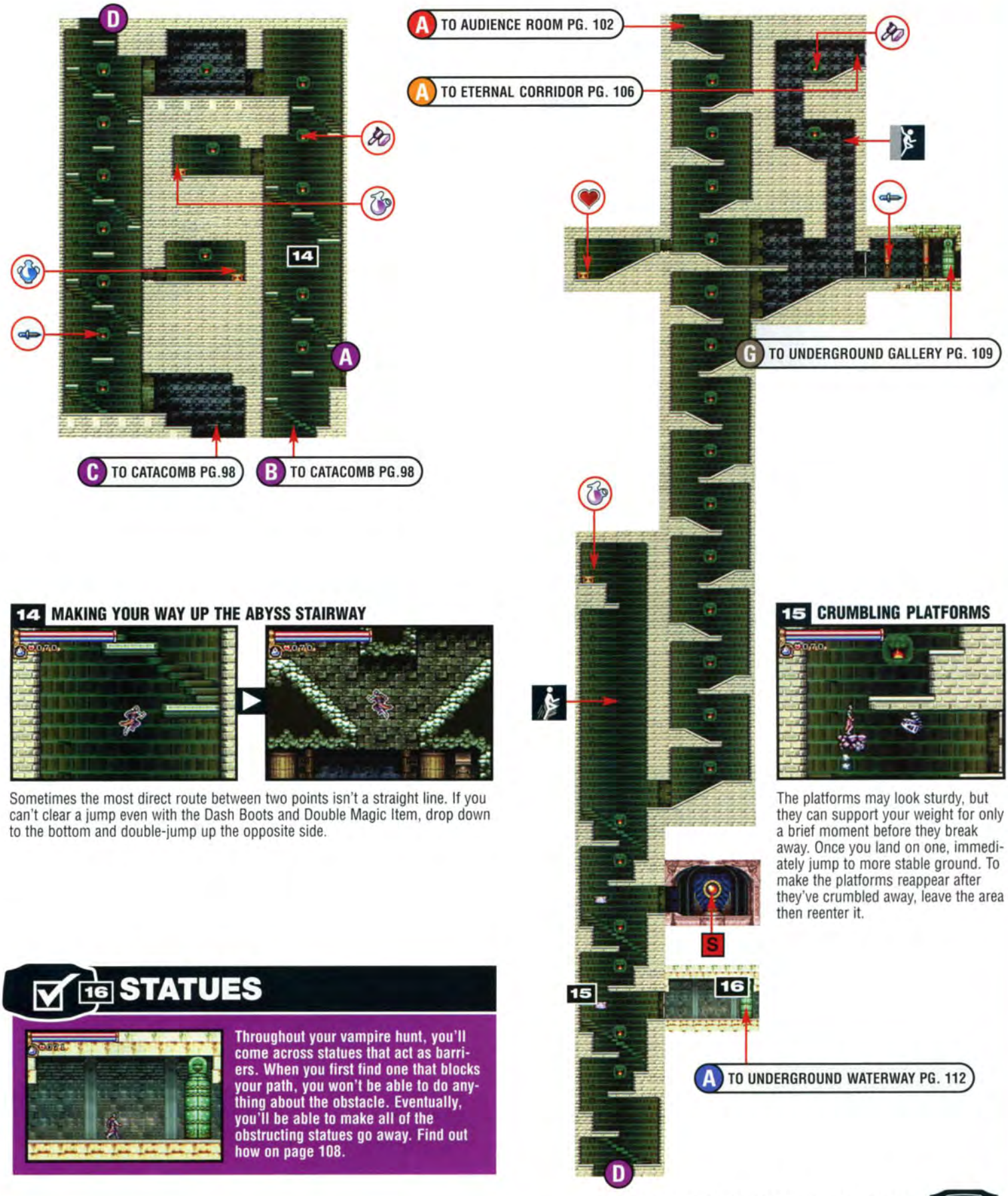


ABYSS STAIRWAY

The Double Magic Item you earned after defeating Cerberus will be put to use right off the bat. Only with the new item will you be able to reach the Abyss Stairway.

MAGIC ITEMS EARNED:

To get to the Abyss Stairway, you need the Dash Boots and Double Magic Item. Since you'll already have the items in your bag of tricks, they will no longer be referenced on the maps.



14 MAKING YOUR WAY UP THE ABYSS STAIRWAY

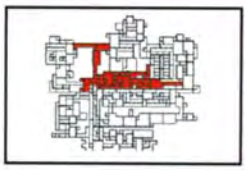
Sometimes the most direct route between two points isn't a straight line. If you can't clear a jump even with the Dash Boots and Double Magic Item, drop down to the bottom and double-jump up the opposite side.

15 CRUMBLING PLATFORMS

The platforms may look sturdy, but they can support your weight for only a brief moment before they break away. Once you land on one, immediately jump to more stable ground. To make the platforms reappear after they've crumbled away, leave the area then reenter it.

16 STATUES

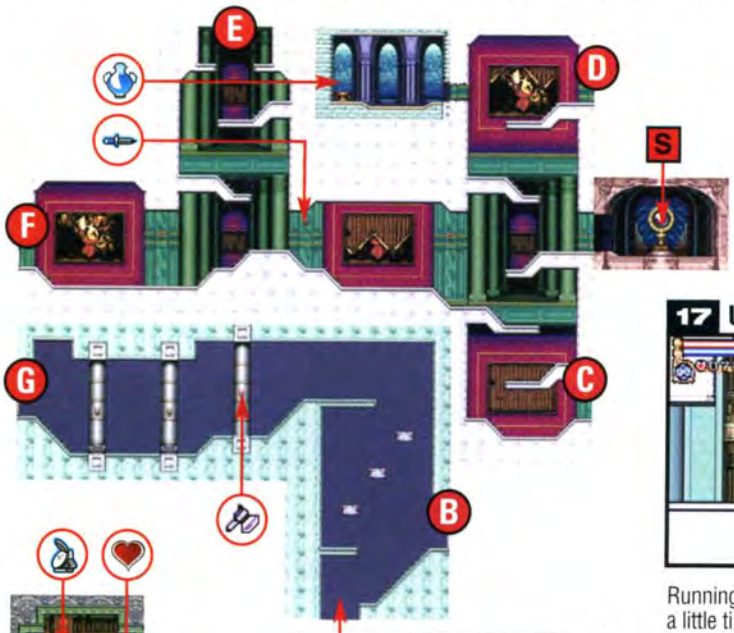
Throughout your vampire hunt, you'll come across statues that act as barriers. When you first find one that blocks your path, you won't be able to do anything about the obstacle. Eventually, you'll be able to make all of the obstructing statues go away. Find out how on page 108.



AUDIENCE ROOM

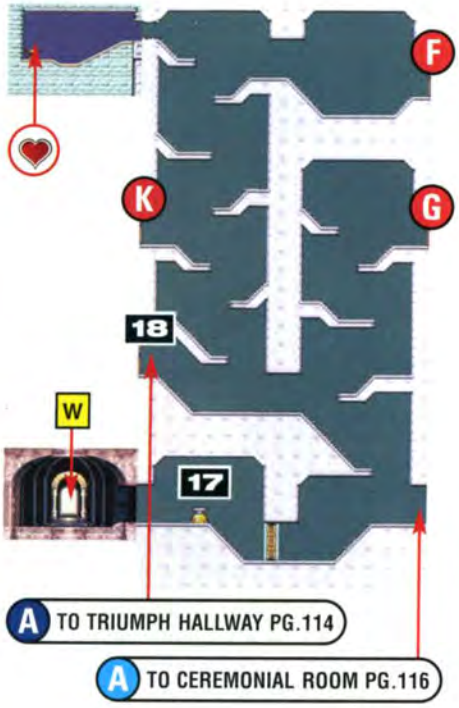
The Audience Room is located in the central part of Dracula's Castle. Different areas of the castle branch off from the room, so pay attention to its layout.

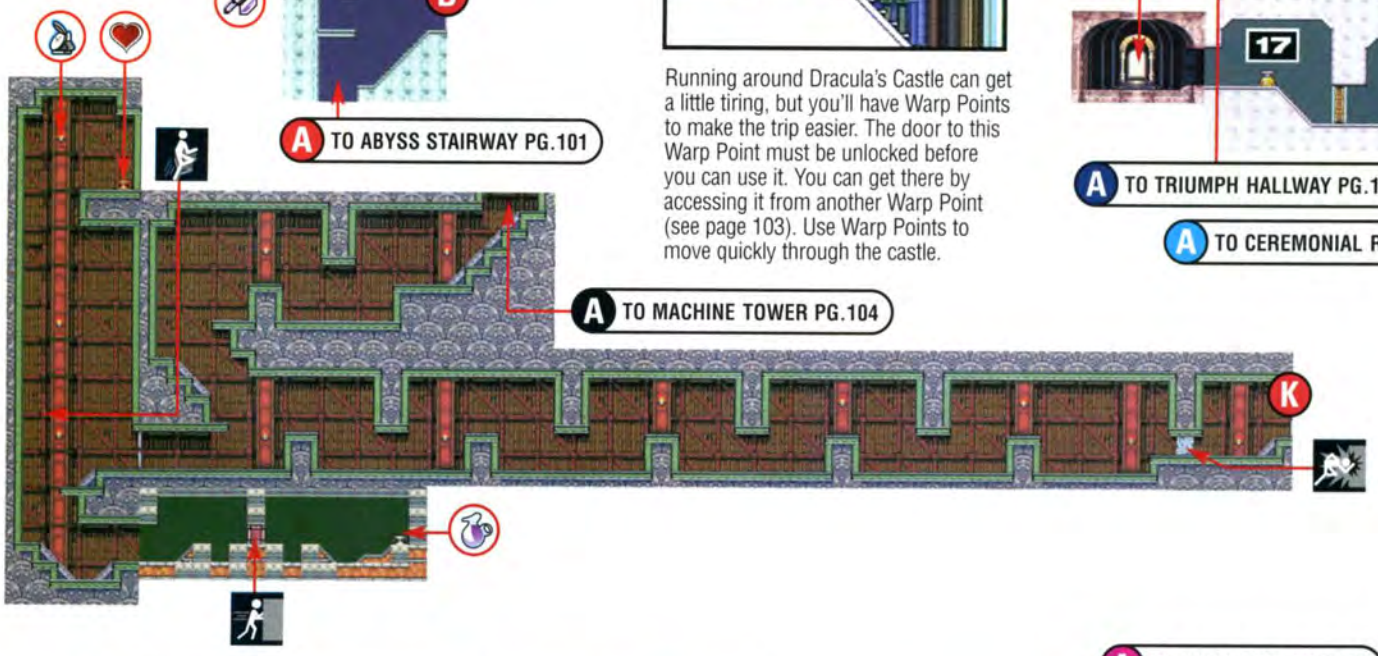
MAGIC ITEMS EARNED:



17 UNLOCK THE WARP

Running around Dracula's Castle can get a little tiring, but you'll have Warp Points to make the trip easier. The door to this Warp Point must be unlocked before you can use it. You can get there by accessing it from another Warp Point (see page 103). Use Warp Points to move quickly through the castle.

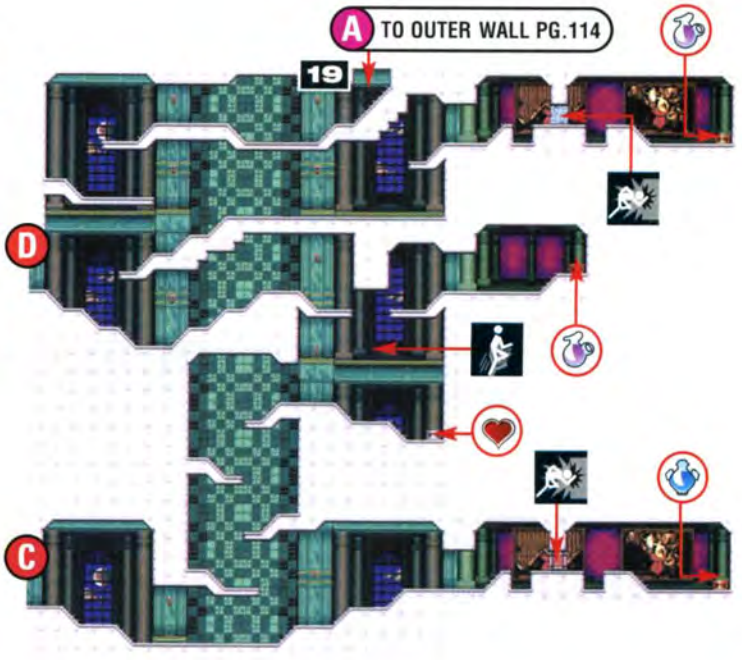




18 THE BOOMERANG

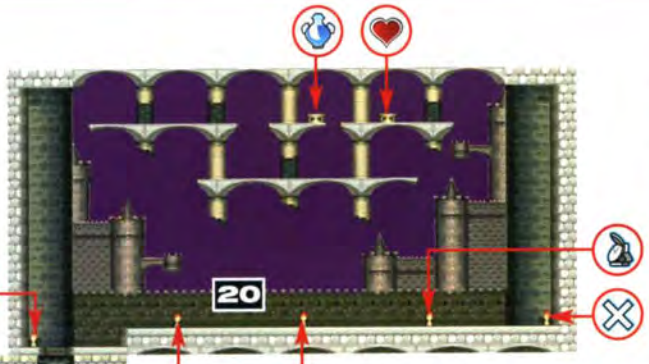
X 6

You'll find the Boomerang in the Triumph Hallway (for more info on the area, see page 114). Enter the Triumph Hallway from the Audience Room and continue until you reach the last candle, which holds the Boomerang. The Boomerang can land multiple hits, and you can throw three of them at a time.



19 DETOUR THROUGH THE OUTER WALL

To explore the rest of the Audience Room, you will have to go through the Outer Wall. Continue jumping on the raised platforms through two rooms until you see an exit on the ground level. Jump down to access the right side of the Audience Room. For more details on the Outer Wall, see page 114.



20 THE ARMORY

To enter this part of the Audience Room, you must have the Roc Wing. You can pick up every secondary weapon in this area. Beware of the Were-Horse enemies, since they can take a lot of hits and inflict a lot of damage.

H

D TO MACHINE TOWER PG.105

H

WARP POINTS: You'll find your first Warp Point here. You will be able to warp only between the Warp Points you uncover.

C FROM BATTLE ARENA PG.114

W

B TO OUTER WALL PG.114

21 GAINING EXPERIENCE

Before you confront the boss, make sure that you've reached Level 10 or higher. The fight will end quickly, otherwise, so use this stretch of hallway to gain Experience Points. Each Axe Armor you dispatch is worth 31 experience points. There is also a nearby Save Point where you can save your progress and restore your HP and MP.

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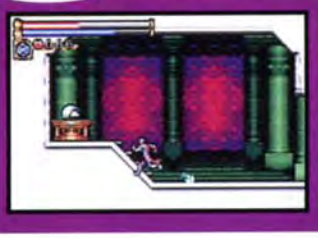
22 A MAD DASH TO THE BOSS

To reach the next boss, you must run and jump atop breakaway platforms, so avoid standing on one for long stretches. If you can keep up a brisk pace with the Dash Boots, you should be able to sprint to the top on your first attempt.

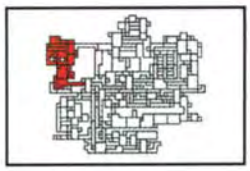
NECROMANCER (LEVEL 10+ RECOMMENDED)

Before facing the Necromancer, go to the DSS screen and combine any DSS cards that will increase your Strength. Combining Mars with Mandragora will arm you with a powerful Rose Sword for the battle. Close in on the Necromancer and strike as many times as possible, but beware of the indestructible orbs it launches. The Necromancer will also turn into a giant energy orb. After you destroy the Necromancer, your job won't be finished—another enemy will appear in its place. To defeat it, use the same techniques you used against the Necromancer.

23 TACKLE



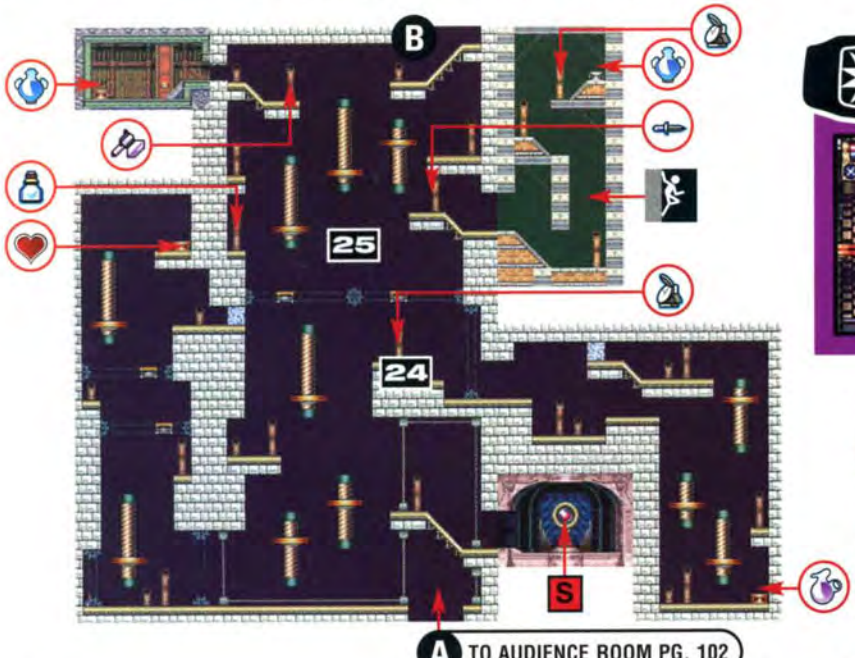
Once you defeat the boss, you will receive the Tackle Magic Item, which allows you to break stone blocks that are in your way. Go back to the left side of the Audience Room and destroy the stone block that obstructs your way to the Machine Tower.



MACHINE TOWER

The Machine Tower requires expertly timed single and double jumps. Each moving platform travels on a fixed route, so figure out its path before jumping.

MAGIC ITEMS EARNED:

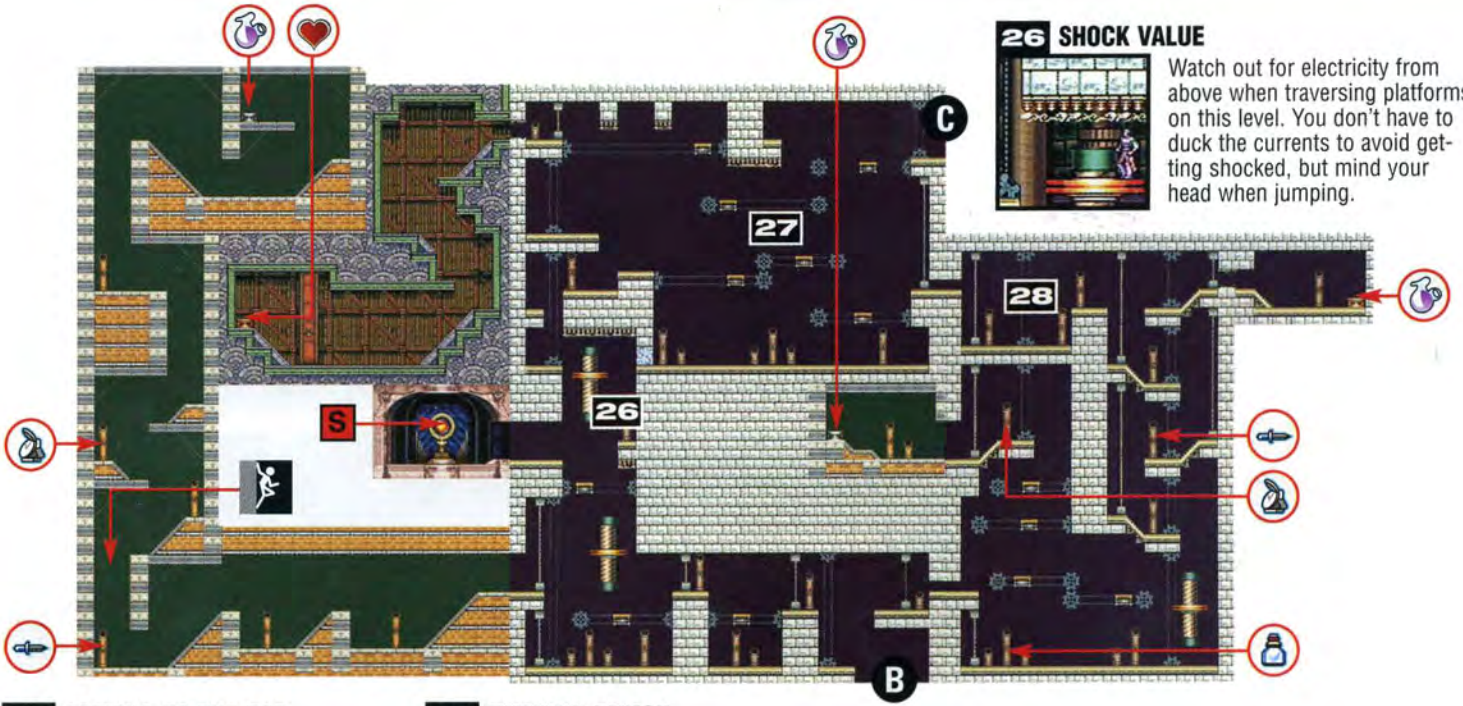


24 THE STOPWATCH X 20

Once you've equipped the Stopwatch, you will be able to freeze enemies for 10 seconds at a cost of 20 Hearts. When your enemies are frozen, they won't be able to escape or fight, so you'll be free to maneuver around them or attack them. The Stopwatch, though, doesn't affect all enemies.

25 MEDUSA HEADS ON MOVING PLATFORMS

The Medusa Heads in the Machine Tower will attack you when you're on the moving platforms. One crack of your whip can destroy a snake-haired head. If a Medusa Head hits you, though, you'll turn to stone. Press Left and Right rapidly until you've shaken free from its hold.



26 SHOCK VALUE

Watch out for electricity from above when traversing platforms on this level. You don't have to duck the currents to avoid getting shocked, but mind your head when jumping.

27 GETTING TO THE TOP

Jumping your way to the top can be tough—especially with Heat Shades throwing fireballs at you—so make your trip easier by getting rid of the enemies. The level is all about timing, so be aware of your surroundings.

28 THUNDER DEMON

When the Thunder Demon storms out, it will collide with you and zap electricity at you. Maneuver yourself between the Thunder Demon's bolts, then strike.

29 THE OFF-KILTER BLOCK

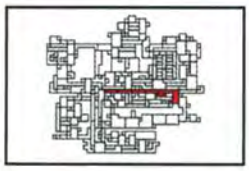
Destroy the stone block that isn't flush against the wall. When it's out of your way, you'll be able to enter the hallway to the left. If you reenter the room, the stone block will reappear and you'll be able to use it to reach the upper levels.

IRON GOLEM (LEVEL 15+ RECOMMENDED)

Although small in size, the Iron Golem is extremely tough. On the DSS screen, equip either your Rose Sword or Fire Whip. The Iron Golem moves quite slowly so you can hit him many times before he strikes you. From time to time, he will slam the ground–causing a rumble that drops gears from above. Jump when you see his arms pull back and avoid the debris. Even though he has the power to regenerate his health, just keep attacking him to defeat him.

30 KICK BOOTS

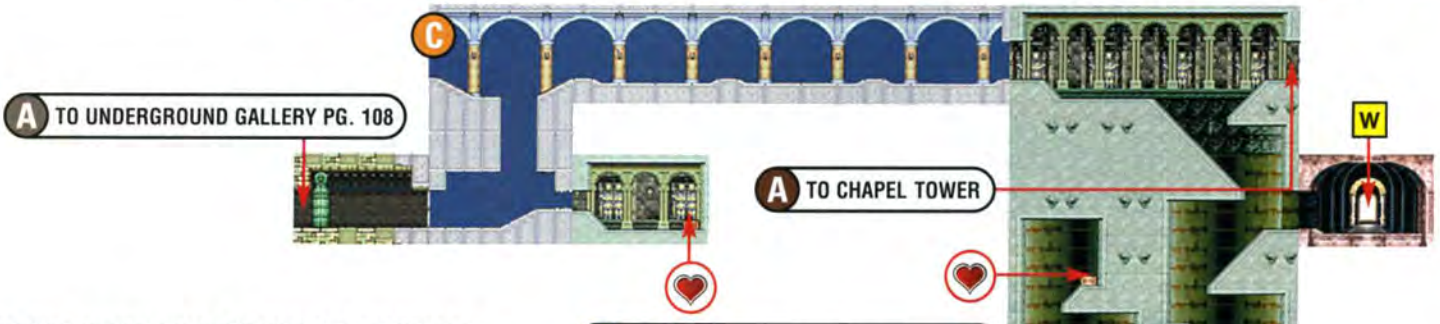
Kick Boots allow you to cling briefly to walls. With Kick Boots, you can progress up narrow passages by jumping from side to side. Head back to the Abyss Stairway and find the passage that leads up to the Eternal Corridor.

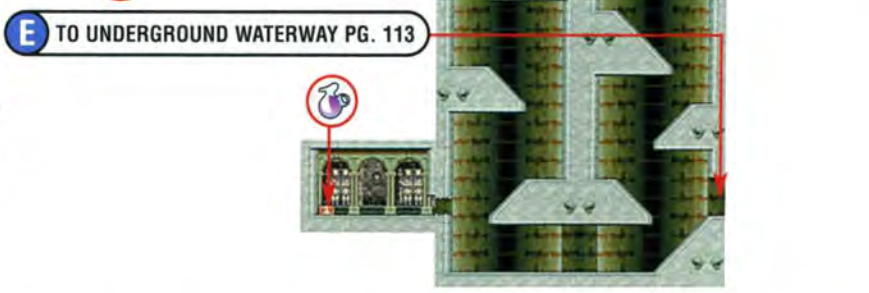


ETERNAL CORRIDOR

Just below the Audience Room is a long, narrow passageway called the Eternal Corridor. It leads to two more areas: the Chapel Tower and the Underground Gallery.

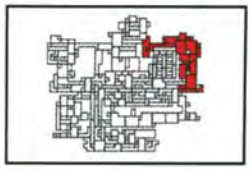
MAGIC ITEMS EARNED:





31 MAKING IT THROUGH THE ETERNAL CORRIDOR

This is where the enemies start to get a little tougher. You can try two different approaches with your DSS cards. You can try combinations that improve your attack or ones that bolster your defenses–both will help you in the Eternal Corridor. There is a Warp Point at the end that will take you to a Save Point.



CHAPEL TOWER

When you reach the Chapel Tower, you'll have made it nearly halfway through Dracula's Castle. From here onward, Save Points are scarce so monitor your health points carefully.

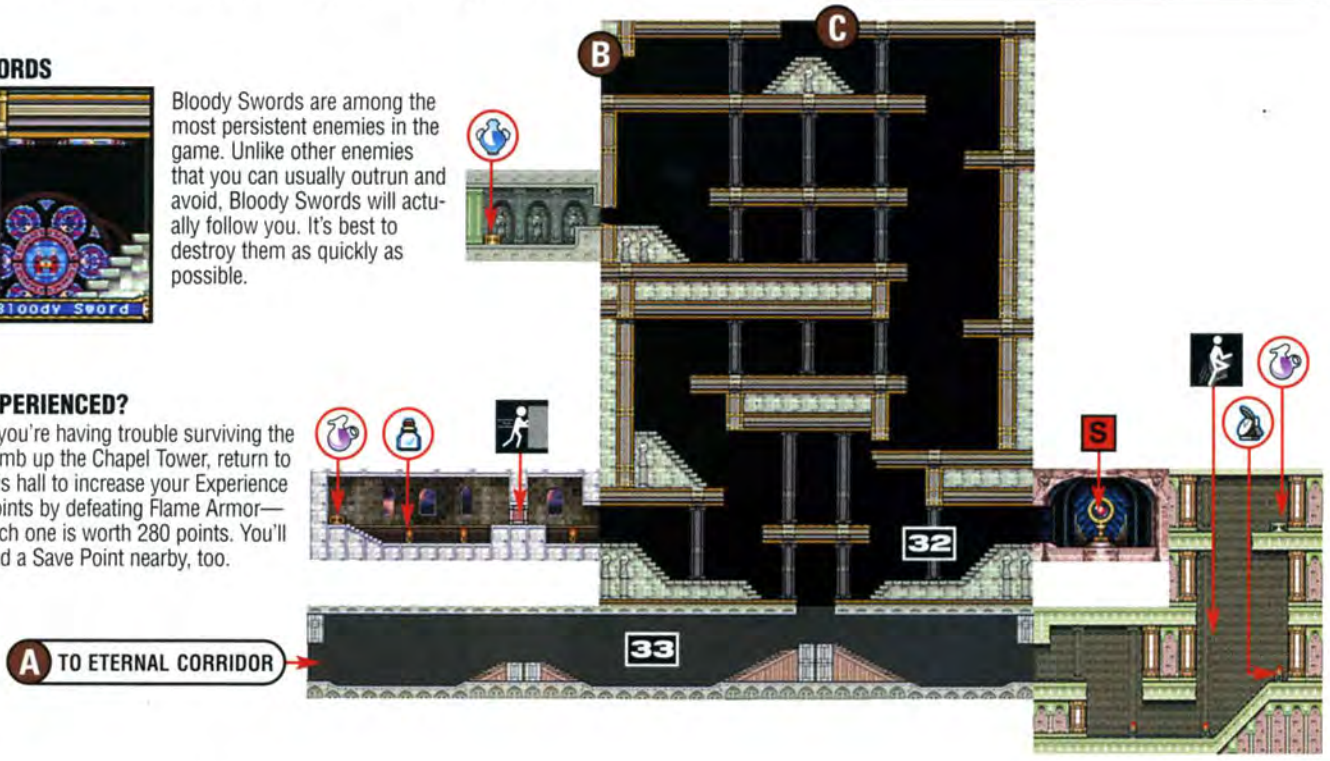
MAGIC ITEMS EARNED:

32 BLOODY SWORDS

Bloody Swords are among the most persistent enemies in the game. Unlike other enemies that you can usually outrun and avoid, Bloody Swords will actually follow you. It's best to destroy them as quickly as possible.

33 ARE YOU EXPERIENCED?

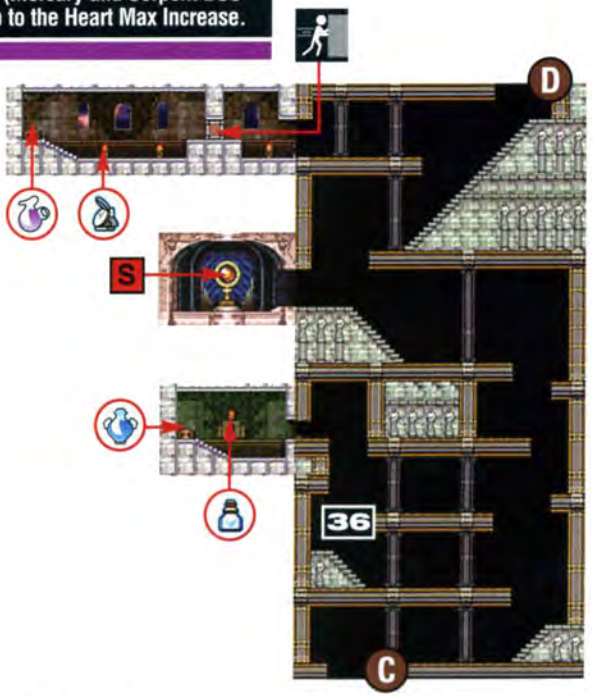
If you're having trouble surviving the climb up the Chapel Tower, return to this hall to increase your Experience Points by defeating Flame Armor—each one is worth 280 points. You'll find a Save Point nearby, too.

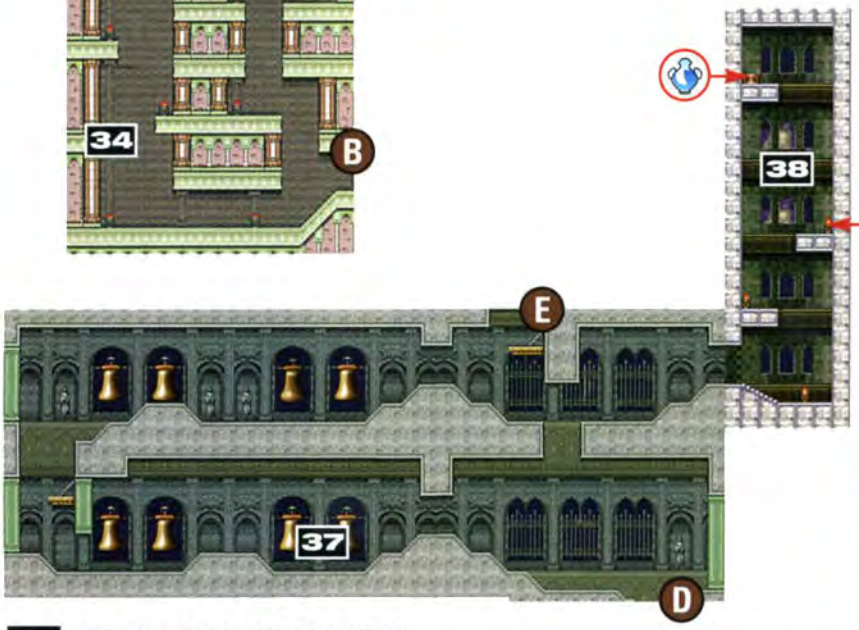


34 DSS MOVE: Activate your Ice Whip (Mercury and Serpent DSS cards) and freeze the Brain Floats. Jump to the Heart Max Increase.

35 PERSONAL DEMONS

Maneuver your way up to reach an MP Max Increase. Try to avoid getting hit by the Beast Demons, which have an uncanny way of hindering your progress. Time your jumps carefully.





36 GETTING CURSED BY THE MARIONETTES

Once Marionettes touch you, you'll be cursed and unable to use your whip or secondary weapons for a short time. You can use Cure Curse to counteract the effect. If you don't have it, go to a Save Point to rid yourself of the curse.

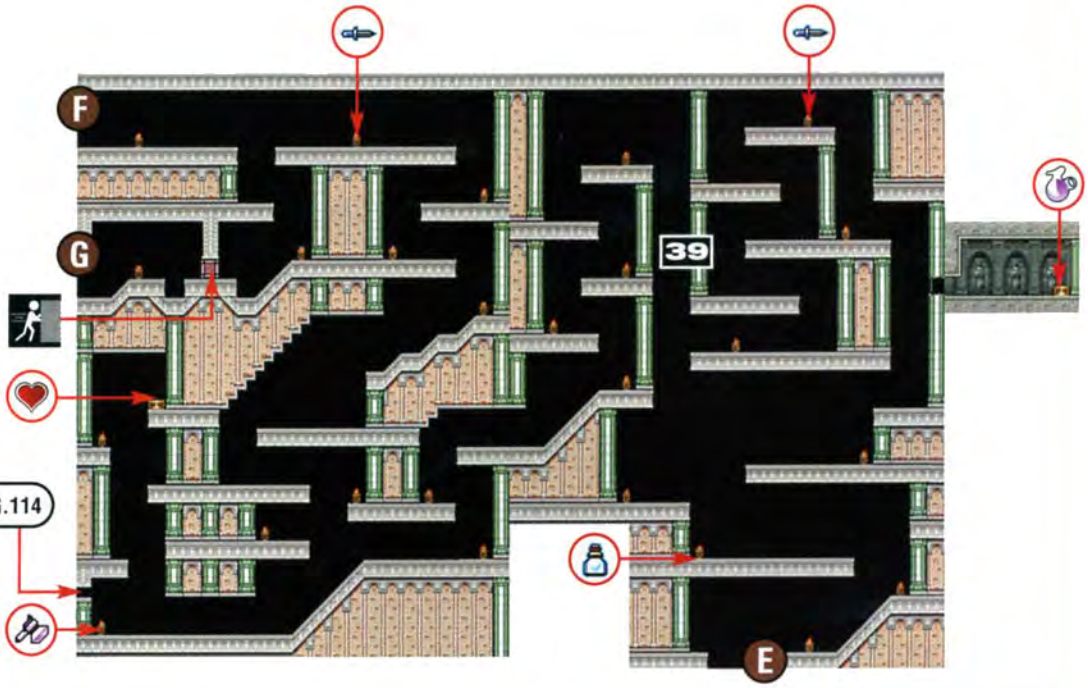
37 BATTLING THE WERE-PANTHERS

Were-Panthers are among the most agile enemies you'll face and will charge at you and inflict major damage. To beat Were-Panthers, double-jump and whip them on the way down when they charge.

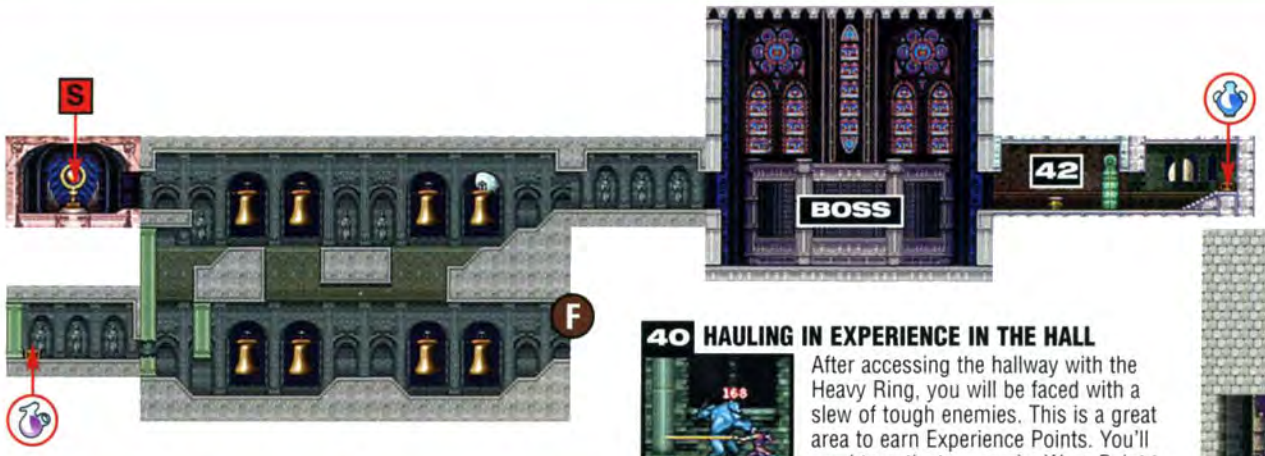
38 DSS MOVE: You can reach the MP MAX Increase in this area either by freezing the Brain Floats or by using your Kick Boots.

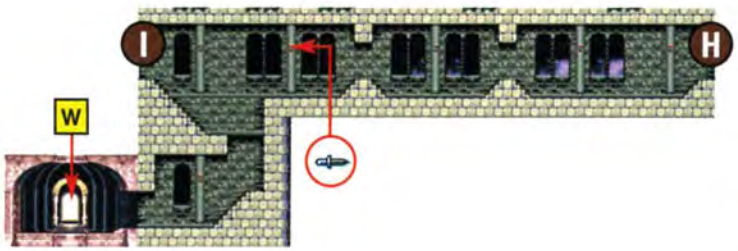
39 WE ALL FALL DOWN

Use your Kick Boots to work your way up to the top while keeping an eye out for Bone Towers, which will shoot at you and knock you down. If you're hit, you'll sometimes luck out and land on the platform where you started. If not, you'll fall all the way to the bottom, and you'll have to go back around again.



B FROM BATTLE ARENA PG.114



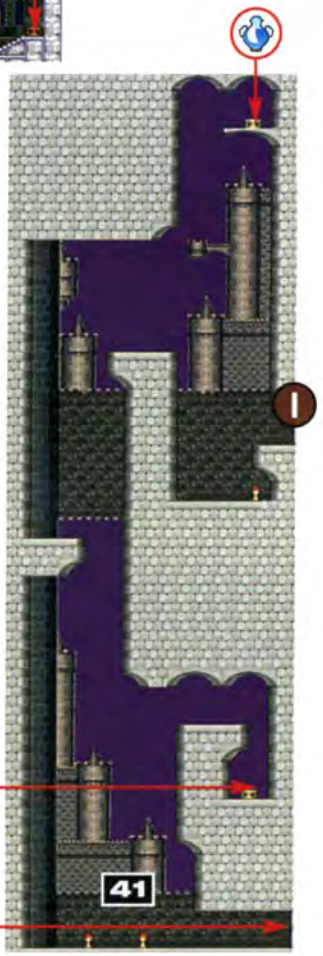


40 HAULING IN EXPERIENCE IN THE HALL

After accessing the hallway with the Heavy Ring, you will be faced with a slew of tough enemies. This is a great area to earn Experience Points. You'll need to activate a nearby Warp Point to get to a Save Point.

41 BATTLE ARENA ENTRANCE

This area leads to the entrance of the Battle Arena. There are a few HP Max Increases and MP Max Increases here, but they are guarded by difficult enemies. The Legions will curse you (have Cure Curse ready) and the Fallen Angel is tough. For more info on the Battle Arena, see page 114.



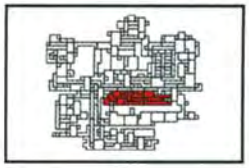
A TO BATTLE ARENA PG.114

ADRAMELECH (LEVEL 20+ RECOMMENDED)

As you approach this area, you'll see Hugh being thrown out of a room. He'll tell you that this is his quest, not yours. Ignore him and press on to face Adramelech. Use your DSS cards to equip a strong attack, such as the Rose Sword or Flame Sword. Or, if you have found the Jupiter card, use it to activate a shield. The boss fires energy balls from its head and skulls from its hands. Dodge or run away to escape its projectiles—especially its energy balls, which do the most damage. Focus your attacks on its head.

42 STATUES

After you defeat Adramelech, you'll gain access to this area. Jump on the button to destroy the statue blocking your path. Doing so will destroy all of the statues in Dracula's Castle, giving you access to more areas. Head back to the Eternal Corridor and find the entrance to the Underground Gallery.



UNDERGROUND GALLERY

Although smaller than other areas, there's plenty here to keep you busy. The enemies are not only hard to kill, but many also have a poison attack. You should have stockpiled a number of Antidotes by now—you'll definitely need them here.

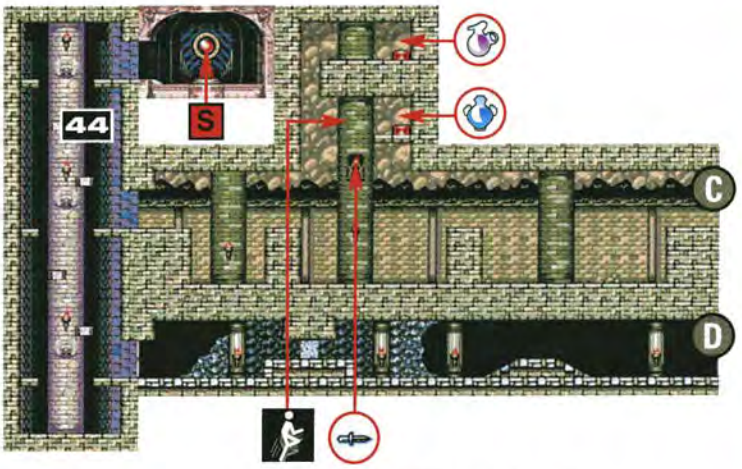
MAGIC ITEMS EARNED:

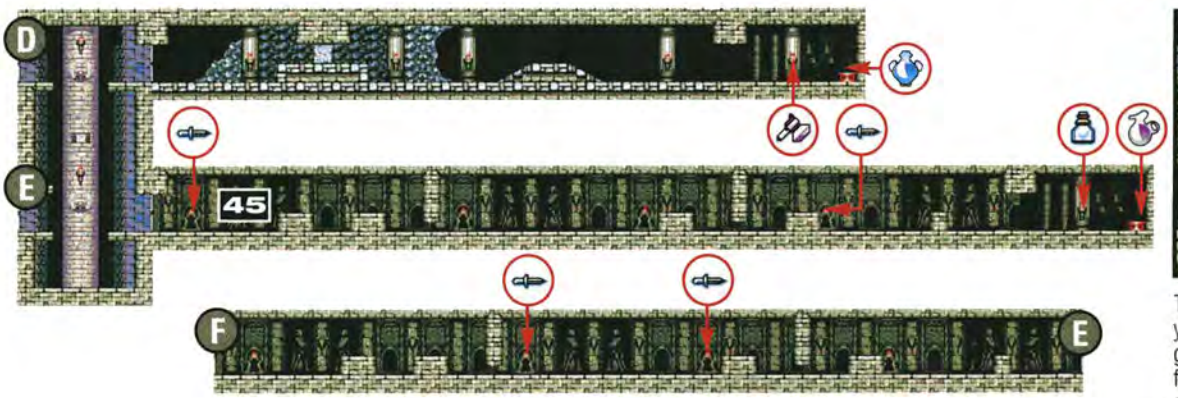
43 RIDE THE PLATFORM

After you hit the button, a moving platform will appear. While ducking, ride the platform underneath the Brain Floats and pillars. At the end, slide through the narrow passageway and pick up another Heart Max Increase.

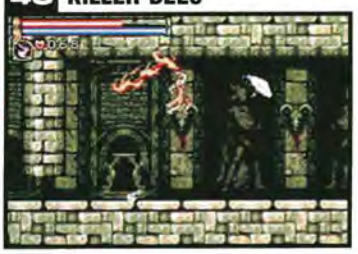
44 ANNOYING SPECTERS

Dealing with relentless, pesky Specters and crumbling platforms can get frustrating quickly. Use a Jupiter Card to summon a shield. If you don't have one, you can dispatch the Specters and jump to higher ground. Only four Specters will show up at a time, so if you can keep the same four under control, no others will appear.

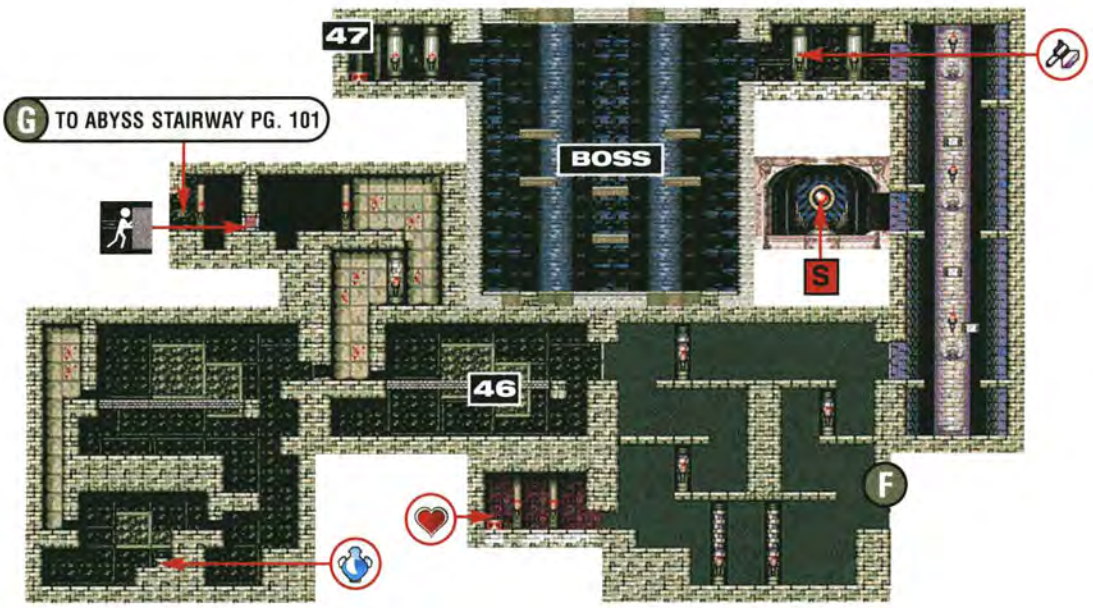




45 KILLER BEES



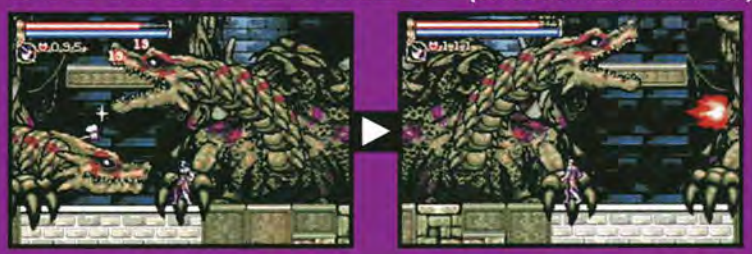
The Killer Bees are the worst enemy you'll come across in the Underground Gallery. The tough critters are fast and nimble, and they also do extensive damage. Consecutive poisonous hits from Killer Bees can drain your Health in no time. The key is to approach them slowly. When they start to close in on you, jump up and strike with a whip attack. The Knife will also work well against them.



46 FALLING FLOORS

Hit the falling floor running. At the end of it, scoot through the small passageway to gain access to some Heart and Magic Max Increases. If you fall down, just leave the room and come back—the floor will reappear.

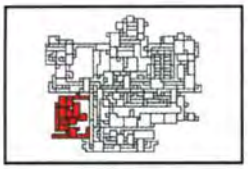
DRAGON ZOMBIE (LEVEL 25+ RECOMMENDED)



Before entering the room to face the Dragon Zombie, boost your Strength with DSS cards. In battle, use the Axe since it is very powerful and you can use it for overhead attacks. Position yourself between the two dragons on the ground. Concentrate your attacks on one dragon before turning your attention to the other. Watch for fire attacks and energy balls.

47 HEAVY RING

After defeating the boss and getting the Heavy Ring, head to the Triumph Hallway. You'll find a box blocking your way. Use the Heavy Ring to move the box so you can gain entrance to the Underground Warehouse.



UNDERGROUND WAREHOUSE

Your victory against the Dragon Zombie will eventually lead you to the dark depths of the Underground Warehouse. Save Points won't be easy to reach, and you'll have to use the Heavy Ring's might to solve the area's many box-pushing puzzles.

MAGIC ITEMS EARNED:

48 MOVE THE BOXES

The majority of the rooms in the Underground Warehouse will require you to move boxes. Using the Heavy Ring makes the job easy. When you first enter the Warehouse, you must move this box far enough to the right so you'll be able to run and jump off of it. Quickly execute a double-jump to the left to make it to the ledge, then go through the door.

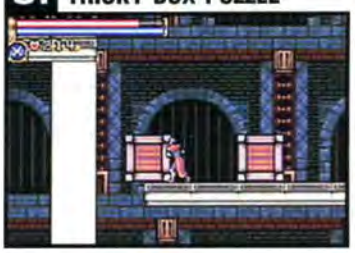
49 MAKE A SPOT TO SLIDE

This is the first of many box puzzles you'll need to solve. Move the highest box so it falls to the right—it will just fit. Then destroy the stone block on the ground level and move the box adjacent to it on top of the first one. After that, destroy the stone block above the last box and move it on top of the other two. The new arrangement will provide a surface for you to slide through.

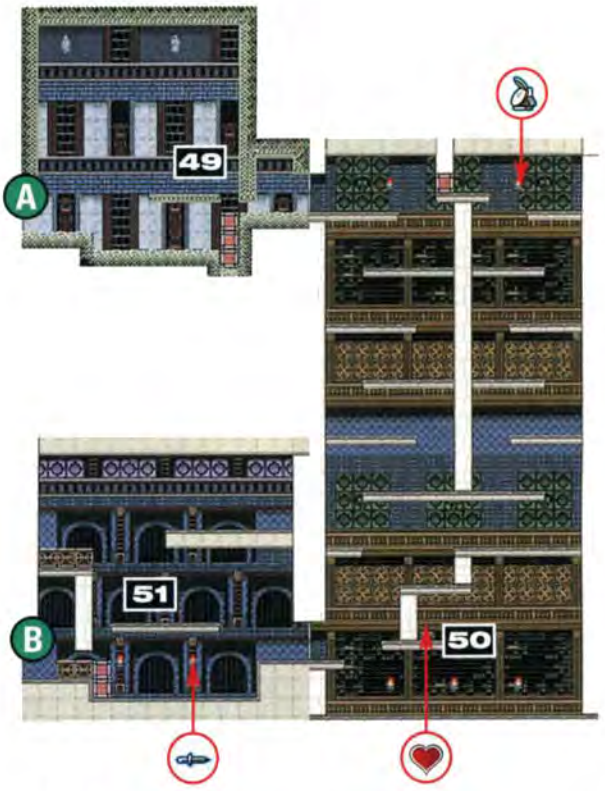
50 GET THE HEART MAX INCREASE

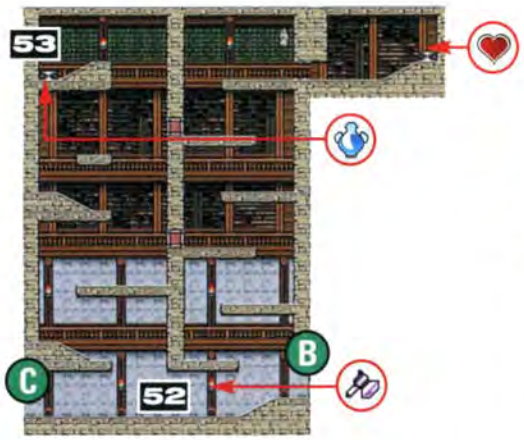
If you're low on Hearts, maneuver and jump your way up the right side of the area. At the top, you'll see a box. Push the box to the left and off the edge. Work your way down with the box until you reach the bottom. Push the box just under the Heart Max Increase to give yourself a healthy boost.

51 TRICKY BOX PUZZLE



Arrange the boxes so you'll have a surface you can use for sliding through the narrow passage. First, knock out the stone block, but don't move the neighboring box yet. Use that box to jump up to the next platform (to your left) and push down the box above you, then jump back down. From there, push the first box to the left off the platform and position it so it lies flush against the wall. After you push the other box down on top, you'll be able to slide into the next area.





52 BATTLING HOLY ARMOR

To defeat the Holy Armor, get close to it, duck and quickly attack with your whip. By ducking, the blasts from the Holy Armor's sword will fly over your head. Keep your distance by repositioning yourself between blasts. If you're victorious, you'll rake in 1,700 Experience Points.

53 GET THE MP MAX INCREASE

Push the highest box halfway out. Then push the lower box off the platform. Use that box to jump to the higher platform on the left side. Work your way up and use the box that is sticking out halfway to jump up and get the MP Max Increase.

54 REVISIT WITH THE ROC WING

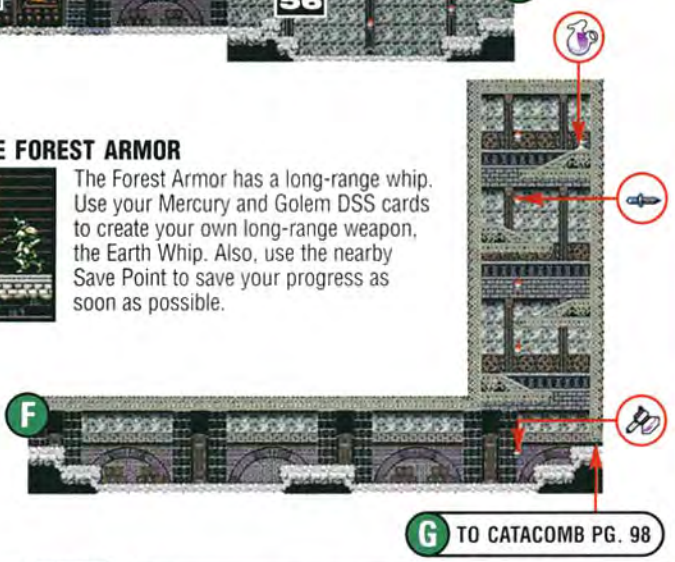
Unless you have the Roc Wing, you won't be able to reach the Heart Max Increases and HP Max Increases in the area. To solve the box puzzle, move the leftmost box flush against the other box and destroy the top stone block. Afterward, you'll be able to proceed underneath and destroy the remaining stone blocks. Push the fallen box into place and then the one above it. Scoot under to reach the next area.

55 THE LAST BOX PUZZLE

Destroy the stone block above the top-right box and push the box over the platform and against the wall. Push the box on the bottom-right against the one you just dropped. Destroy the remaining stone blocks and shove the last box off the platform. After pushing the last box so it's flush against the wall, you'll be able to slip through the narrow passageway.

56 THE FOREST ARMOR

The Forest Armor has a long-range whip. Use your Mercury and Golem DSS cards to create your own long-range weapon, the Earth Whip. Also, use the nearby Save Point to save your progress as soon as possible.

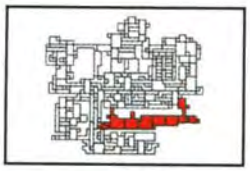


DEATH (LEVEL 30+ RECOMMENDED)

Death is as formidable as its name would suggest and it fights with two main attacks—balls of electricity and jabbing arms that shoot out. You'll be able to dodge the attacks without much difficulty, but beware the sickles Death will rain on you. Equip a shield with the DSS to protect yourself. After you defeat Death, it will turn into a crawling, ground-shaking monster. Avoid contact with its flailing arms and jump when it slams the ground with its body. For optimum damage, attack both creatures with your Boomerang and Rose Sword.

57 CLEANSING

After defeating Death, you'll be able to claim the Cleansing Magic Item, which will allow you to clean the harmful, polluted water in the Underground Waterway. The Abyss Stairway will lead you there.



UNDERGROUND WATERWAY

In the Underground Waterway, you'll find a lot of water—most of it polluted—but the Cleansing Magic Item will clean things up. The area is flooded with water-based enemies, and you can counter them using a fire-based weapon from your DSS cards.

MAGIC ITEMS EARNED:

58 CLEANSE THE WATER

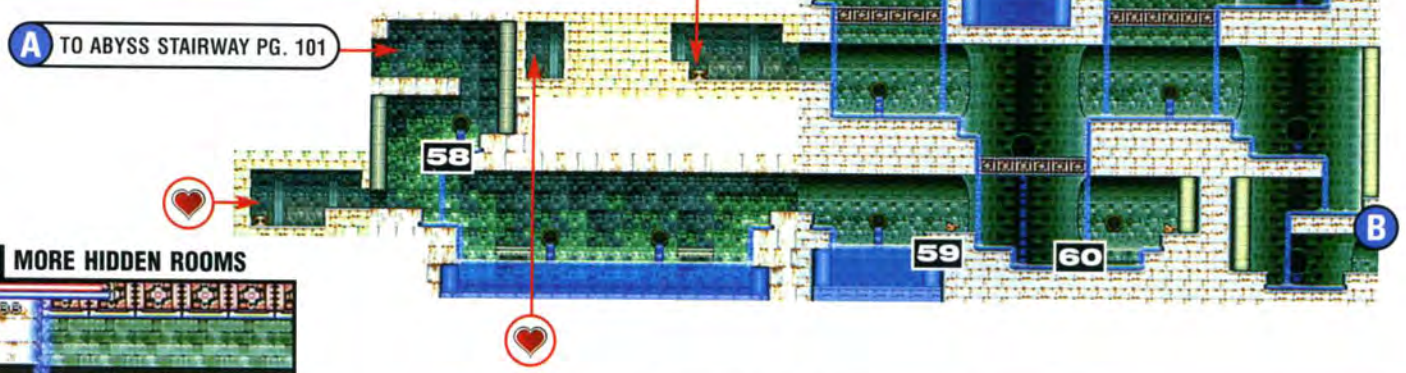
Use your Cleansing Magic Item to cleanse the water before you enter it. If you visited this area after the Chapel Tower, you might have noticed that touching the red-colored water hurts you. Cleansing the water will turn it blue and render it safe for you to traverse.

59 ICE ARMOR

The Ice Armor foes are extremely tough and will throw two spears—one high and one low—that will freeze you. Time your attacks and use either your Fire Sword or your Fire Whip against them.

60 HIT THE SWITCH

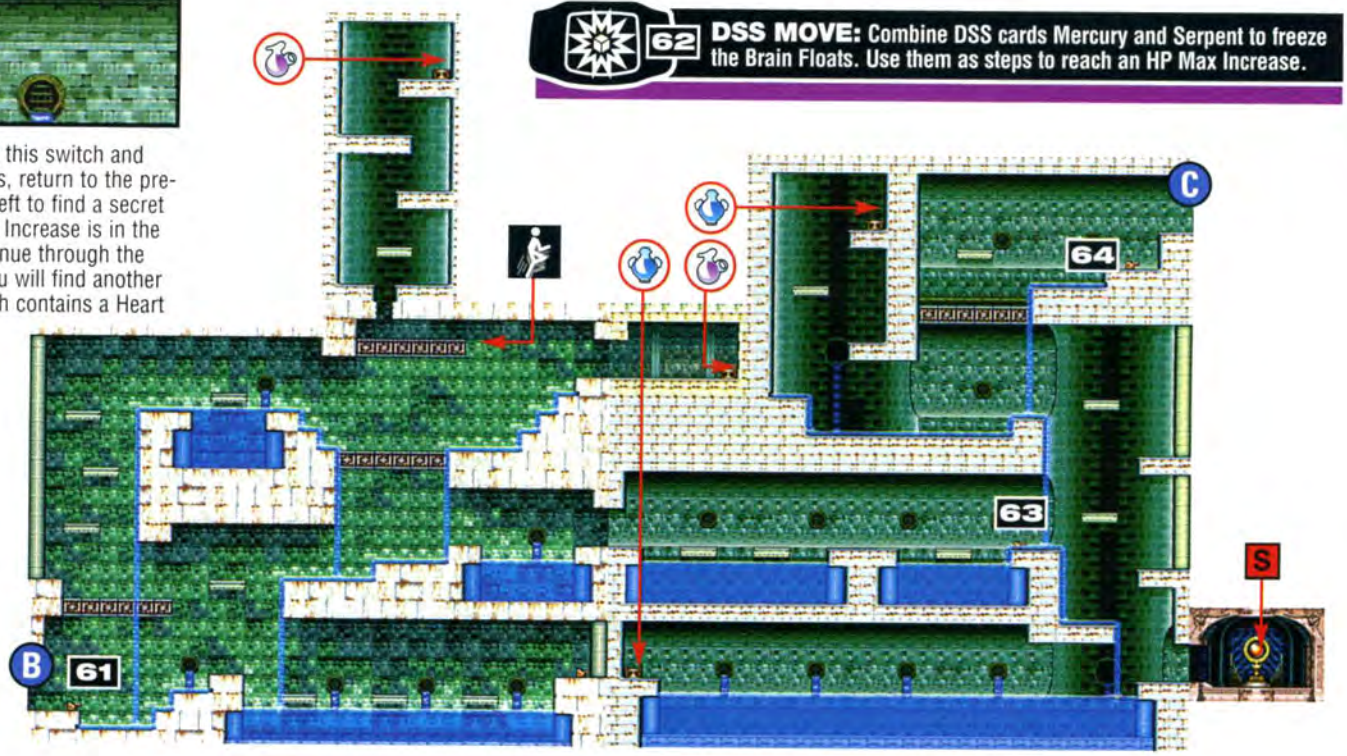
When you flip a switch, the floors will rise and lower and reveal new areas. Remember that no matter where you are in the level, when the switches are up, the floors will turn into stairs, and when the switches are down, the floors will remain flat.



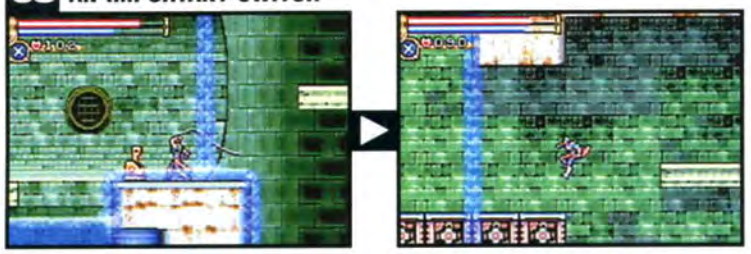
61 MORE HIDDEN ROOMS

Once you have hit this switch and flattened the floors, return to the previous area. Head left to find a secret room. An HP Max Increase is in the room. If you continue through the wall to the left, you will find another secret room, which contains a Heart Max Increase.

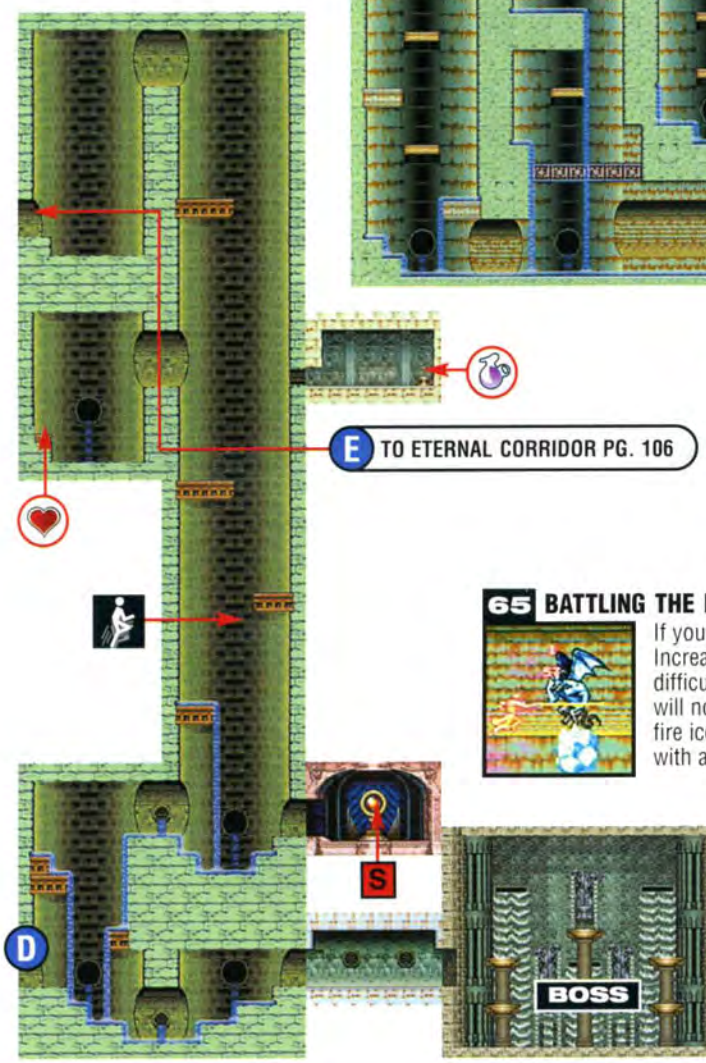
62 DSS MOVE: Combine DSS cards Mercury and Serpent to freeze the Brain Floats. Use them as steps to reach an HP Max Increase.



63 AN IMPORTANT SWITCH



After you hit this switch, backtrack to the area you just came from. Keep heading left, jump over the gap and proceed upward. Head right to enter a room, which contains an HP Max Increase at the top-right corner. After you've beaten the boss on this level, you will receive the Roc Wing. Only then can you access the hidden room above that holds another HP Max Increase. The switch also determines whether you'll continue to the next area or open a passage to the MP Max Increase located to the top-left of the switch.



64 HIT THE SWITCH BEFORE LEAVING

Before you leave the area, be sure to flip this switch. Doing so will flatten the floors so you'll be able to journey through the next area.

65 BATTLING THE ICE DEMON

If you want to go for the Heart Max Increase, be prepared to face a very difficult enemy—the Ice Demon. He will not only run into you but will also fire ice blocks at you. Protect yourself with a shield using your DSS cards.

66 THE LAST SWITCH

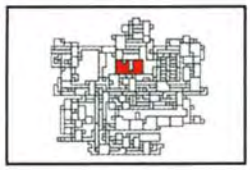
After picking up the Heart Max Increase, backtrack and hit this switch. Doing so will allow you to head up and right to the next area of the level. In addition, you can proceed up another level and pick up an MP Max Increase in the upper right-hand corner of the area. Beware of the Ice Demon near the MP Max Increase.

CAMILLA (LEVEL 35+ RECOMMENDED)

Remember Camilla, the person who freed Dracula at the start of the game? During this meeting, she'll appear in her true form. Her weapons include dangerous floating bubbles and a very powerful laser beam she spews from her mouth. The key is to stay near the entrance or exit and to unleash your attacks when she comes close to you. Avoid her occasional swoop attacks. When she uses her laser, move to the floor and duck—it's the only defense you can use against the devastating attack.

67 ROC WING

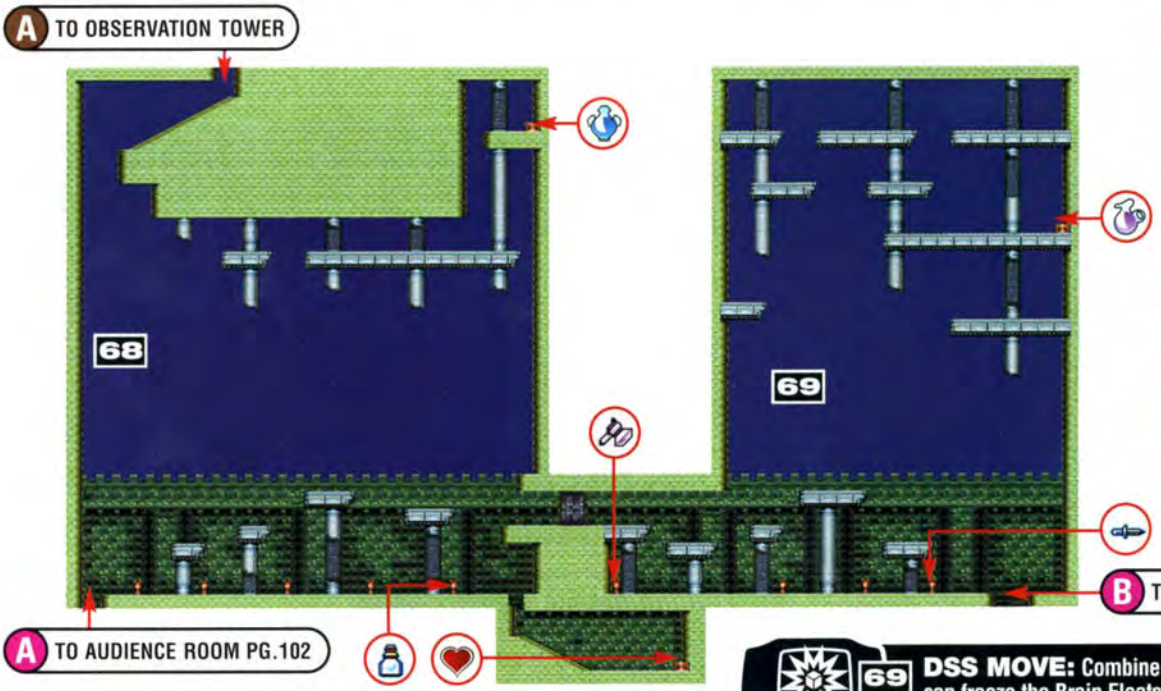
After you defeat Camilla, you will get the Roc Wing, which gives you the ability to fly. As long as you hold Up and keep pressing the special move button, you'll be able to fly as high and for as long as you want. Head to the Outer Wall and fly up to the entrance to the next level, the Observation Tower.



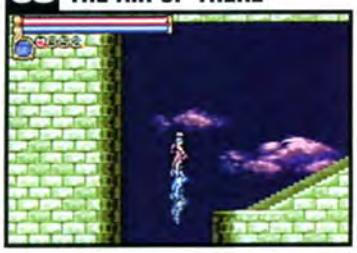
OUTER WALL

Back toward the middle of the castle is the Outer Wall. Use the Roc Wing to access the entrance to the Observation Tower, as well as the goodies overhead.

MAGIC ITEMS EARNED:

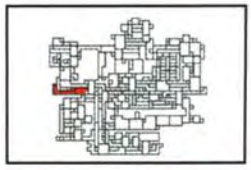


68 THE AIR UP THERE



This is one of the hardest entrances to reach, but with the Roc Wing equipped, getting there is no sweat. On the left side, press and hold Up and repeatedly press the special move button—you'll catch enough air to reach the entrance to the Observation Tower.

69 DSS MOVE: Combine the Mercury and Serpent cards so you can freeze the Brain Floats and jump to an HP Max Increase.



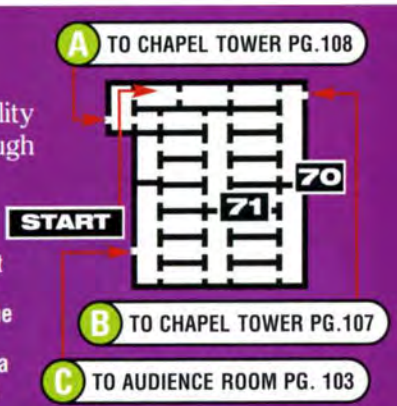
TRIUMPH HALLWAY

The Triumph Hallway is where you first entered the castle and where you will exit it. Only through its corridors can you reach the Underground Warehouse, and you'll find two HP Max Increases and a Boomerang in the passage, as well.

MAGIC ITEMS EARNED:

BATTLE ARENA

Enter the Battle Arena from the Chapel Tower. Inside the arena, you'll be able to test your fighting ability against various enemies. The catch is that you cannot use your DSS cards. It's not necessary to battle through it to complete the game, but you will be rewarded if you do.

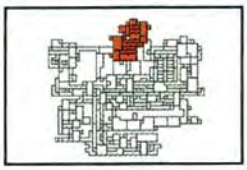


70 GET READY OR GET OUT

If you start to lose your battles, you can escape the Battle Arena using the vertical passages. You can also replenish your Hearts. It's best to stock up on healing items before entering the Battle Arena.

71 BATTLING IN THE ROOMS

The enemies will grow more difficult as you move along. You can't progress to the next room until all the enemies are cleared. Players who make it to the end of the Battle Arena will walk away with Shinning Armor, the best armor in the game.



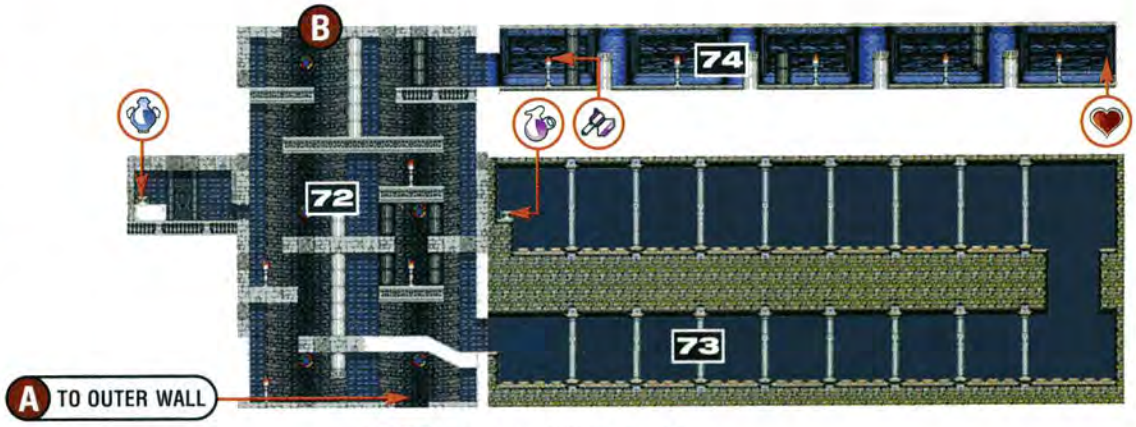
OBSERVATION TOWER

You're almost at the end, and, as you might expect, the enemies are getting to be a lot more difficult. If you're not at least Level 40, you may want to build up your character before you enter the Observation Tower.

MAGIC ITEMS EARNED:

72 BATTLING LEGIONS

Even though the Legions don't fire any projectiles at you, their touch will damage and curse you. Make sure that you have Cure Curse so you can regain the use of your weapons. Since the area is a bit cramped, your best bet is to let your foes come to you.



73 BATTLING WIND ARMOR

Here you'll face a series of Wind Armor. As you proceed down the long corridor, be sure to jump when they attack. Be aware of their long-range attack. Once you get through, pick up the HP Max Increase at the far end of the corridor.

74 MINOTAUR MELEE

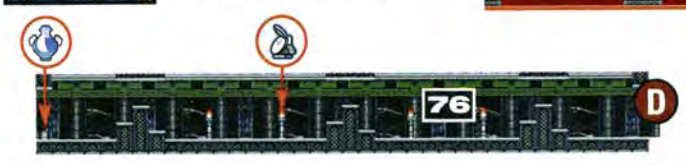
Use your DSS cards and combine Jupiter with Salamander to summon two protective fireballs, which will circle around you. Use the fireballs as a shield and to damage enemies that touch them. The Minotaurs in the area will hit the ground and send a shockwave at you. Stay reasonably close and jump over it. Defeat each Minotaur to earn 2,000 Experience Points, and beware the Evil Pillars that will turn you into stone.

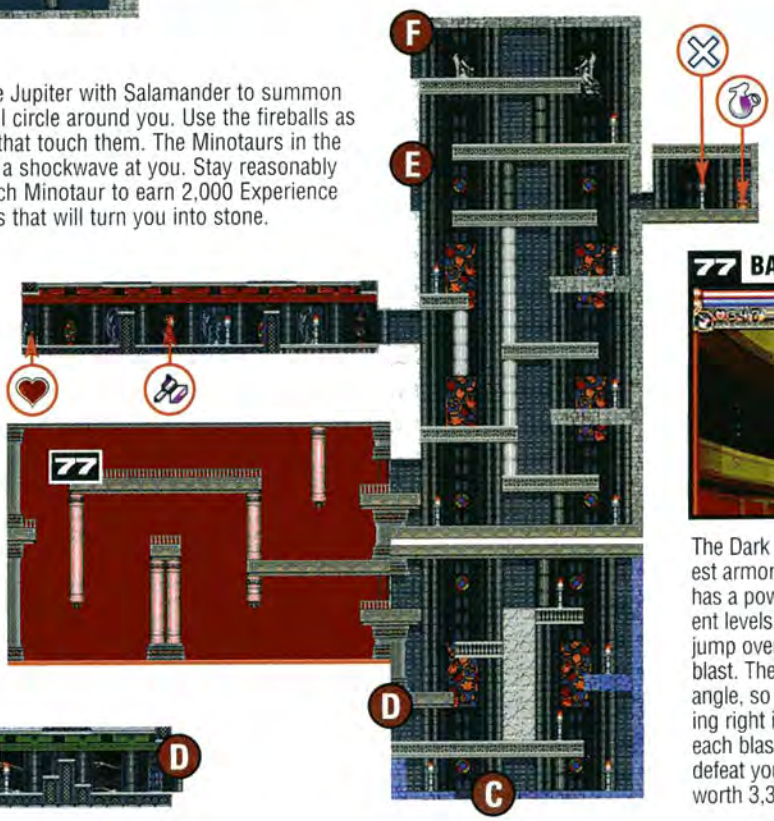
75 DEALING WITH DULLAHAN

Watch where your foes change direction. Stand just outside their range and attack every time they come around. Each enemy is worth 2,200 Experience Points.

76 ALRAUNE'S ALL-OUT BOUT

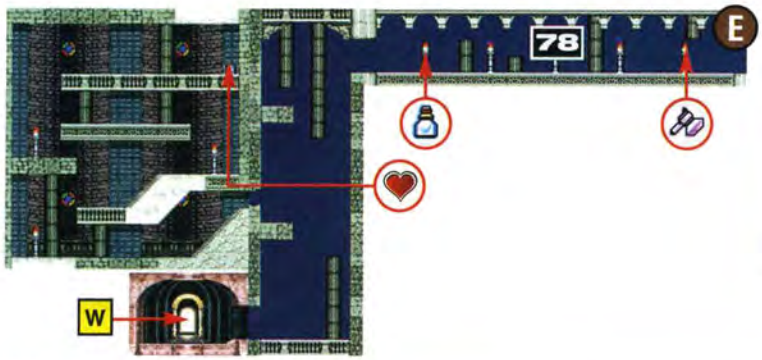
Avoid the tentacles and attack the body area near the top. Watch where the tentacles pop up and reposition yourself accordingly. Each one is worth 2,500 Experience Points.





77 BATTLING DARK ARMOR

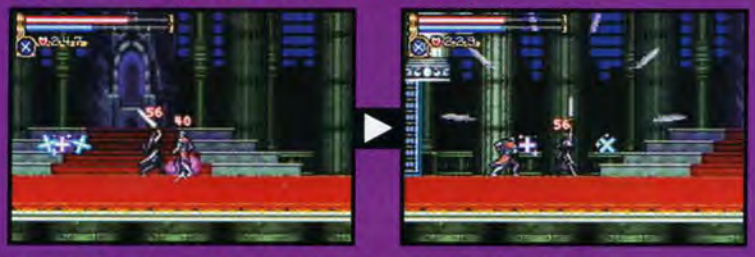
The Dark Armor is the last and toughest armor you will face. Dark Armor has a powerful blast that fires at different levels. The low blast is easy to jump over. Duck to avoid the midlevel blast. The high blast fires at an upward angle, so make sure you're not jumping right into it. It's best to confront each blast separately—two blasts can defeat you easily. Each Dark Armor is worth 3,300 Experience Points.



78 BETWEEN THE DEVIL AND THE WARP POINT

Since there aren't any Save Points close to the boss, try to access the Warp Point. In order to get there, you must defeat the Devil. The jumpy Devil will warp in front of you one second, then appear behind you the next. Keep your distance when he's blowing his damaging smoke, then charge and attack before his next wave of smoke approaches you.

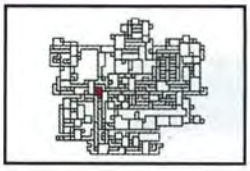
HUGH (LEVEL 45+ RECOMMENDED)



Here you'll meet Hugh again, but this time he has joined Dracula and is out to destroy you. Battling Hugh is like battling yourself. He will attack you with Boomerangs, Knives and various poison attacks. Halfway through your battle, he will gain more power from Dracula and come at you even faster. Deal him repeated attacks—especially with your Boomerang—to defeat him.

79 LAST KEY

Once you defeat Hugh, you will get the Last Key. You'll need it to access the area where Dracula is holding your Master prisoner. The key unlocks the door to the Ceremonial Room, which is where you first got separated from your Master at the start of the game.



CEREMONIAL ROOM

This is the last area of the game, where it all comes together. Use the Last Key to enter the Ceremonial Room and come face-to-face with Dracula himself. Make sure you've at least reached Level 50 before meeting him.

80 DRACULA RISING

When you enter the Ceremonial Room, you will meet Dracula. His attack is similar to the Devil's. He will warp around the room quickly and unleash three different attacks, most of which you can easily avoid. Once he has had enough, he will escape and look for more power. You can then save your Master—and you'll want to save your game, too.

DRACULA (LEVEL 50+ RECOMMENDED)

After saving your game, return to the Ceremonial Room and take the warp to the Final Battle with Dracula. At first, the bloodsucker will simply stand and attack. Activate a shield with your DSS cards to create an effective defense against two of his attacks—red bubbles and falling rocks. His most devastating attack is a laser. Jump up to a platform to avoid its multiple shots. You can damage Dracula only by attacking the eye on his chest when it's open. When he starts charging at you, use the Roc Wing repeatedly to stay near the top and to avoid his powerful attack. He'll then charge up for a while and turn into an eye surrounded by bats. You can't attack him then, and your shield will protect you from the bats. Keep avoiding his charge attacks, and attack his open eye until you've laid him to rest.

REST FOR THE WICKED

After you've defeated Dracula, you'll exit the castle before it collapses and reunite with your Master and a humbled Hugh. The credits will roll and, afterward, you'll receive the code, FIREBALL. If you begin a new game using the code as your name, you'll enable Magician Mode, in which all of the DSS cards will be available to you from the get-go. Try finishing the game as a magician to see what else you can uncover.

Transylvania - a small, peaceful country in the heart of medieval Europe.

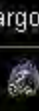
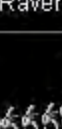
The people of Transylvania whisper the legend of Dracula to their children at bedtime, only half-believing it to be true. "The forces of good keep a watchful eye over the land, protecting all who live here. But even during the constant vigil, the forces of evil manage to prevail once every century. Each time this happens, human beings with evil hearts begin to chant unspeakable prayers. This is Dracula, the Prince of Darkness, resurrected upon the face of the Earth. And each time he is manifested, his powers grow stronger." Once, long ago, Dracula was indeed revived in this manner. However, his ambitions to plunge the world into darkness and build a kingdom of evil were crushed by the hero Christopher Belmont.

Following Dracula's demise at the hands of Christopher Belmont, the Transylvanian countryside slept peacefully for 100 years. Then one Easter night, the townspeople were celebrating the joyous holiday with a splendid carnival. But, in the ruins of the old monastery on the edge of town, the followers of darkness were holding a Black Mass to revive the evil Count and give him eternal life. They poured a sacrifice of human blood over his remains. As they did so, an ominous thundercloud enveloped the town. Suddenly, a single bolt of lightning pierced the monastery. In that instant, Dracula, the Prince of Darkness, returned to this world to begin a new reign of terror.

But all was not lost. The successor to the Belmont family bloodline, a young man by the name of Simon, was determined to rid the land of this terrible evil. Taking the mysterious whip left to him by his father, he ventured into Dracula's castle to face the Count....alone.

Released on October 8th, 2001 for the Sony PlayStation, Castlevania Chronicles consists of 2 game modes, first a re-release of the 1993 Castlevania remake which was an originally available only in Japan on the X68000, and the second game on Chronicles is an arranged mode, which is a superb remake of the original Castlevania game with enhanced graphics to match the high demands of the average Sony PlayStation gamer. Whether you play either game mode the plot of both is to go through 8 stages of pure hell until you meet Count Dracula for a duel to the death. Castlevania Chronicles also has some great hidden features, first an Art Gallery featuring beautifully designed artwork from Chronicles, Symphony of the Night and the original '93 Castlevania remake for the X68000. The Art Gallery can be unlocked after clearing all 8 stages of either game mode. Another bonus is an interview with the game's director, Koji Igarashi. Castlevania Chronicles is a treat for the old fans of the series who want to relive the moments of the original game, and also for the newer fans to Castlevania who want to see how it all began. It proves that the legacy of Castlevania will live on forever.

 Simon Belmont	The most recognized hero from Castlevania, Simon is a member of the Belmont family, a long line of Vampire Hunters who are set to rid the world of Count Dracula. It is the year 1691, Dracula has been resurrected and the people of Transylvania have called upon this hero to save them.
 Dracula	The Prince of Darkness rises every 100 years, and now he has come back to terrorize the land with his forces from hell. It will take a true hero, a true member of the Belmont clan to defeat this beast.

Enemy	Location
Anaconda	Stage 3
Axe Knight	Stage 6 & 7
Bat	Stage 1, 2, 3 & 4
Blood Skeleton	Stage 4 & 7
Bone Pillar	Stage 4, 5 & 7
Bone Scimitar	Stage 5 & 6
Centipod	Stage 3
Crossbow Knight	Stage 8
Deadly Toys	Stage 6 & 7
Eagle	Stage 3
Exploding Skeleton	Stage 7
Fishman	Stage 1 & 2
Flame Knight	Stage 8
Fleaman	Stage 1, 3, 5 & 7
Floating Eye	Stage 1, 2 & 5
Frankenstein	Stage 7
Gargoyle	Stage 2
 Ghost	Stage 4
Ice Skeleton	Stage 3
Knight	Stage 4
Leopard	Stage 1 & 8
Long Axe Knight	Stage 8
Mace Knight	Stage 8
Medusa Head	Stage 4, 5, 6 & 7
Mud Woman	Stage 3
Phantom Bat	Stage 8 (also Stage 1 boss)
Raven	Stage 3
Skeledragon	Stage 2 & 4
 Skeleton	Stage 4 & 7
Spider Skeleton	Stage 7
Stain Glass Ghost	Stage 4
Stone Archer Statue	Stage 3
Sword Knight	Stage 8
Toad	Stage 3
Two Headed Beast	Stage 7
Wall Widow	Stage 3
Water Blob	Stage 3
Winged Guard	Stage 6
Wyrm	Stage 2
Zombie	Stage 1
Zombie Maid	Stage 8

Boss	Location
Phantom Bat	Stage 1 - Castle Entrance
Skeleton Dragon	Stage 2 - Underground Caverns
Ice Lord	Stage 3 - Courtyard & Ice Caverns
Medusa	Stage 4 - Chapel
She Wolf	Stage 5 - Clock Tower
Doppleganger	Stage 6 - Tower of Dolls & Mirrors
Death	Stage 7 - Dungeon
Dracula	Stage 8 - Castle Keep
Dracula (2nd form)	Stage 8 - Castle Keep

Castlevania Chronicles: FAQ/Walkthrough by Kamui
Version: 1.1 | Last Updated: 2004-06-13 | View/Download Original File
Would you recommend this FAQ? Yes No

CASTLEVANIA CHRONICLE: AKUMAJOU DRACULA FAQ
Version 1.1

Copyright: 1986, 2001 Konami & KCE Tokyo
Sony Playstation (Japan and US versions)
Made by Kamui
E-mail: leo@inw.psi.br

Contents

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2 - Updates
3 - Game options and controls
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5 - Mini-walkthrough
6 - Bestiary / Weapons
7 - Extras / Secrets
8 - Miscellaneous info
9 - Legal information / Thanks / Contact info

1 - - INTRODUCTION

Caslevania Chronicle: Akumajou Dracula is a remake of the 1993 Akumajou Dracula (known in the US as the Castlevania series) released for the Sharp X68000, a personal computer like the MSX that was only available in Japan. The basic premise of being a vampire hunter armed with a whip to destroy Count Dracula on his castle created one of the finest creations in the videogame history. Now the Castlevania series is regarded as being one of the most popular franchises of the videogame history.

Fans of the Castlevania series start to known the existence of this game when a single picture of a "new" Castlevania game on the Playstation system spread on the Internet, back on the beginning on the year 2000. But the news was taken as a rumor because it was a single and tiny picture of the game plus Konami didn't confirm nor denial the existence of this game. Later that year, the game community became very surprised when KCET announced that they want to do a remake of a Castlevania game that was released on a personal computer called X68000.

The Castlevania Chronicle is intended to be a series to re-release Castlevania games that was released on consoles that didn't have commercial success and became unavailable to most consumers. 2 games (for me, thought) falls in this category: Akumajou Dracula on the X68000 (this game) and Dracula X: Rondo of Blood that was released on the NEC PC-Engine SUPER CD. Unfortunately, the debate continues when games like Castlevania: Bloodlines and the Castlevania games on the Nintendo 64 should enter the Castlevania Chronicle series.

2 - - UPDATES

Version 1.1 - Added some information that the readers send to me.
Version 1.0 - Fixed some things. Added the interview with the producer. January 30, 2004.
Version 0.9 - Mostly correction and the first part of the video interview (US version). January 12, 2003.
Version 0.8 - September 13, 2001. Comments about the tragic day of 11/7. Some corrections were being made.
Version 0.7 - The first release. Some little things that I forgot to add will come (eventually...^_^) on future releases.
Project start - June 2001

3 - - GAME OPTIONS AND CONTROLS

A) Game options

After the CG intro, some modes will appear for you:

```
ORIGINAL MODE
ARRANGE MODE
OPTION
```

ORIGINAL MODE - Plays the original mode
ARRANGE MODE - Plays the arrange mode
OPTION - Customize the game:
- BGM - OFF / MONOAURAL / STEREO (default : STEREO)
- SE - OFF / ON (default : ON)
- LOAD
- SAVE
- ARRANGE OPTIONS - GAME LEVEL : EASY NORMAL HARD (default: NORMAL)
  MAX PLAYERS : 1 3 5 (default : 3)
  Time limit : On Off (default : on)
- DISPLAY ADJUST
- (Only US and Euro version)
- SPECIAL OPTIONS - Illustrations
  Interview with producer
- EXIT

B) ORIGINAL MODE

1 - Sound Emulation - When you choose the Original mode, a screen will display telling you to choose the sound emulation for the game.
You can choose to hear the game on 3 different sound cards that the Akumajou Dracula supports.
X68000 - Low quality, and fewer instruments used.
LA - Medium quality.
GS - High quality, almost red-book audio (default)
Remember that the arranges for the BGM, also changes depending of the card that you choose. The arrange of the X6800 and LA tracks are very similar, but the GS arrange is very different from the others. And so if you only chooses the GS, you will be missing cool arranges of the music. Press the O button to select a sound card.

2 - Opening - And so the opening of the original game

will begin. After the opening a screen will appear.

GAME START - Starts the game
SOUND MODE - It is a sound test mode, you can hear the tracks for the game in here.

3 - Character registration - After choosing the GAME START, a character registration screen will appear: you will have to register a name to go on. There are 3 slots to insert a name. On each slot, a record of the stage that you are and the number of continues that you used so far are created.

	name	stage	
PLAYER-1	SIMON.B.	28	16
PLAYER-2			
PLAYER-3			

NAME ENTRY - Insert a name
NAME DELETE - Delete a name

Trigger Flip NORMAL
START / SELECT ENABLE

C) ARRANGE MODE

Only one option is available:

GAME START

A character registration like the original mode is required to go on. After that the game will begin.

D) Controls and commands.

CONTROLS - A simple, NES-like, 2 buttons interface is used for this game. There is a jump button and an attack button. Pressing UP + attack throws/use the equipped weapon.
This game doesn't have a way to configure the controls for the game at will, instead it will have two main configurations of the buttons, that you can choose on the character registration screen:

Trigger flip Normal -	X button - jump	
	O and Square buttons - uses whip	
Trigger flip Reverse -	Square button - jump	
	X and O buttons - uses whip	

And also you can enable and disable the buttons select and start buttons. This controls is only valid when the START / SELECT option is ENABLE

Start - Pauses the game
Start + Select - Soft boot

COMMANDS - The first Castlevania game starts with a very simple configuration for the commands. Since then, new moves and actions where added to the vampire hunters. Four actions are constantly added and removed from the games.
1 - Ability to change the direction of the jump in mid-air
2 - Ability to whip on vertical and diagonal positions
3 - Ability to climb a stairs from mid-air jumping
4 - Item crash
Hardcore and purists fans denials completely the

utilization of this 'new' moves, and debates on the perfect system on the Castlevania is been discussed to exhaustion (do NOT try to mention a certain Richter Belmont of Symphony of the night and his super moves like infinite jumping, running and such in this discussions if you want to be alive to play the next Castlevania....). /

And so this game has the follow features:

Simon has the capability to change the direction of the jump on mid-air and uses the whip in diagonal and vertical positions, but climb the stairs on mid-air jumping and the item crash is not possible in this game, also don't have a special buttons to throw the weapon. And so this game plays more like the older games on the NES that the SNES counterparts (mostly Dracula X).

4 - - ORIGINAL VS ARRANGE MODE

Castlevania Chronicle: Akumajou Dracula comes with 2 main modes: Original and Arrange. The original mode is meant to be a faithful emulation of the X68000 and the arrange version be an "upgrade" of the original mode. But when you play the game, you realize that one version it is much similar to the other (!!!!), but there is some differences between the arrange and the original mode that I've find out. If anyone finds more differences between the two modes, send me a mail, that you be fully credited. The differences is based when you played the original mode first:

Things that you will notice before you play:

1 - The arrange mode has options that the original mode does not have, like change the difficulty settings and the number of remaining lives available.
2 - There is no option to change the sound emulation like the original mode.
3 - There is no opening for the arrange mode - It leaves you wondering why Konami didn't put the opening CG here since the CG is a recreation of the opening of the original mode.
4 - The screen for the Game start is the same as the main menu mode and there is no sound mode option in the arrange mode.

Things that you will notice briefly (5 minutes):

1 - The sprite for Simon Belmont change radically - It is like another character overall. The brown sprite from the original mode was changed for a darker, more menacing version. He also carries a sword in his sprite. That makes sense since in the pre-stage intro (the one that shows Simon in front of Castlevania and uses his whip) Simon actually carries a sword. But the frames of animation are the same from the original mode. Ken told me that the character was remade to look with the character design created by Ayami Kojima (that also made the character designs for Symphony of the night). But the sprite looks very different from the Simon Belmont from the NES and of the SNES games.
2 - The BGM is a (badly) remixed version of the original mode.
3 - Not that much has changed anyway (^_^).

Things that you will notice on some time (30 minutes):

1 - The map that you see when you clear a stage has a different design.
2 - The arrange mode is WAY too easy compared to the original mode. Even on the Hard setting the arrange mode is easier than the original mode.

Things that you will notice when you beat the game:

1 - The arrange mode has a CG ending that is completely different from the original ending (incredible similar to the ending CG of Castlevania: SOTN)
2 - The credits for the game includes the original staff and the remake staff, also has some B&W photos of the original mode.
3 - The game doesn't start again on the first stage like the original mode, and so you cannot play the EXTREME difficulty setting that the second game on the original mode has.
4 - The time attack mode and ranking.

Things that you will notice after trying to see the differences between the modes:

- The intro animation before the first stage is changed. Now Simon has a red hair and dark clothing, to match with the new sprite, and when he does the use whip animation, you can see clearly the sword in his belt, that appears in the original mode, but is very hard to see.
- The effects used on the arrange mode are different that the original mode (watch closely the effect of the zombies exploding and the candles exploding on the first stage).
- Some sound effects are different, like the sound when you are falling from a high place.
- The first boss has a trail effect on his attack, which the original mode doesn't have.
- And so, the huge bat that appears on the last stage, before Dracula also have this trail effect on them.
- When the wood boat is hit on the end of the second stage, Simon slip more easily on the original mode than the arrange mode.
- I may be wrong, but I think that the herb item, the invincibility jar and the II and III items appears more frequently when you defeats enemies on the arrange mode.
- The Dracula sprite is also different, just like Simon Belmont (again, to match the character design by Ayami Kojima).
- The name of one of the staff members is different on the arrange ending. The original mode says as Hideo "Axelay" Ueda, the arrange says Hideo "Axe" Ueda. (Weird.....)
- You don't have a reason to register the name of your character in the arrange mode, like the original mode. See the ending of the original mode to know what I am talking about.
- If you can choose buy this game with only one mode, the original mode is the mode to choose. Harder difficult setting, better music, better opening and better ending. Almost everything. Unfortunately the arrange mode has very few modifications (save the Simon sprite) and some of the remix songs still hurts my ears.

5 - - MINI-WALKTHROUGH.

This was planned for the first release of this FAQ, but now this section is DOA, because a game like this doesn't need a walkthrough. But if you need help on a specific part, send me a

mail.

6 - - BESTIARY / WEAPONS / ITEMS

A) Bestiary

First boss - HUGE BAT.

Typical first boss, just use your whip on it and run for cover when it charges or when the tiny bats appears.

Second boss - DRAGON SKELETON.

The dragon skeleton is an easy boss, just be careful to not being hit on mid-air and fall of the wood boat.

Third boss - MAGICIAN

He has 3 main attacks: 3 knifes that almost never hits you, the magic that can drains your hearts, and the summon spirit when his health is low (-50%HP) that is almost a certain hit because is hard to dodge. When you attack him he will disappear and reappear somewhere else on the screen, he can show up close to you or far away, but vulnerable for attacks. If you're lucky, he will always be close to you and so, he will die quickly.

Fourth boss - MEDUSA

You can corner her throwing the holy water and using your whip but medusa's attacks has good range, so keep a safe distance if your health is low.

Fifth boss - WEREWOLF / NAKED LADY

Tricky. This boss is very fast and can attack you without you noticing it; the best strategy is to counterattack after he throws an object. If you are quick enough, you can destroy the stone that he throws at you. The axe is the best weapon, but the whip is the best attack method, so don't rely too much on the axe.

Sixth boss - MIRROR REFLECTION

This can be tough. You reflection can use the same techniques and weapons that you are carrying, but he can be easily destroyed with this strategy: go to the battle carrying the weapon knife or cross and starts the battle close-ranged. As soon as he begins his attacks, crouch and start to use the whip, the reflection probably won't crouch back and counterattack, he just keeps using the whip and the knife or the cross (that doesn't hit you if you're crouched) and so victory is yours, but remember that this only happens when you are equipped with any weapon but the axe. Sometimes this don't work on the hard setting of the arrange mode and the extreme difficulty of the original mode.

Seventh boss - DEATH

If you are carrying the cross as your weapon, this battle is easy: just hit the death with the cross, that will slow it down and attack it non-stop with the whip when he is at range, but if you are without the cross, you are in serious

trouble because he moves quickly and his attacks are also fast.

Final boss - DRACULA

Dracula has 2 main forms (and 2 health bars to boot): one as a normal Dracula, which will shoot fireballs on your direction (3 when his health is good, and 5 when his health is low). The best strategy is to know your positioning: if you are too close to where Dracula will appear, just dodge or destroy the fireballs, trying to hit his head (his only weak point), but if you are at a good distance, launch the cross to hit 2 times and hit his head. And so, you will decapitate the monster, but it will transform in a huge demon!!!. The whip does only takes a half life, and the demon shoots huge fireballs, and so try to slow it down using the whip and using the cross, and so you will prevail (one day, perhaps.....) and see the ending.

B) Weapons

KNIFE - Consumes 1 heart

The knife is the weakest weapon available. This weapon will disappear after hits a target, but it's only advantage that is a fast weapon.

AXE - Consumes 1 heart

The axe has a good range and has a parabola trajectory, so it is useful to hit places above your head. The axe will destroy all targets in range and is strong. Some of the items/candles of this game only can be reached with the axe.

HOLY CROSS - Consumes 1 heart.

The most useful weapon in this game, and perhaps, on all the Castlevania games. The cross has a boomerang trajectory (but only horizontally). It can destroy all targets in range, and can hit the same target twice. (In fact, it is so useful that it should consume more hearts than only one....., just kidding ^_^).

HOLY WATER - Consumes 1 heart

The holy water has a short range and is slow, but can hit a target several times until the effect runs out, it has a descending trajectory, so is good weapon to hit a ground enemy or a slow enemy.

CLOCK - Consumes 5 hearts.

The clock can stop the time for a few seconds, where the enemies became paralyzed, but this don't work on some bosses. The clock also don't work to stop the time counter of the time attack mode (I know that you think of it too....)

HERB - Consumes 10 hearts.

The exclusive weapon/item in this game is the herb. It can regain 8 points of your health when used. But this item can be only acquired when a defeated monster drops it, so is the most difficult weapon (?) to find.

C) Items

HEARTS - The most common item available, their purpose

is to make Simon can use his weapon of choice. There are 2 sizes of heart. Little hearts worth 1 heart each, and huge hearts worth 5 hearts. Can be found on candles and defeated enemies.

WHIP - This item will transform your whip. You start with a weak whip. Taking the whip item you will get a chain whip. Taking another item the chain whip will have extra range. Can be found on candles and defeated enemies.

MONEY BAGS - The money bags adds points to the score. The money bags can be orange (100 points), blue (400 points) and white (700 points). Can be found on the candles, walls and defeated enemies.

CRUXIFIX - This item can eliminate all enemies on screen. Can be found on candles and defeated enemies.

CHICKEN - The chicken can restore half of your energy. Just deal with the bad taste of it (Of course, turkeys that are found inside walls doesn't taste that good....^_^)

IVINCIBILITY JAR - The invincibility jar can make you invincible for a few seconds. Mostly find on defeated enemies.

II - With this item, you can throw 2 weapons at once. If you change the weapon, you will lose this item. Found on candles, walls and defeated enemies.

III - With this item, you can throw 3 weapons at once, but this item can be found only if you already had an II item. If you change the weapon, you will lose this item. Found on candles, walls and defeated enemies.

CROWN / SPECIAL MONEY BAG / IDOL HEAD - The hidden treasures is a secret item that added points to your score, but there location is well hidden and the way to obtain it is quite different than the other ordinary items, so you will have to search well to find them. The special money bag worth 1000 points, the crown worth 2000 points and the idol head worth 4000 points.

1-UP - It gives you an extra life.

7 - - EXTRA / SECRETS

A) Time attack / Ranking

To open the time attack mode, just beat the game on the arrange mode. When you choose the arrange mode again the time attack and ranking will be there.

The difference of the time attack is that you can start in any stage that you like. You will already with full whip and every weapon that you will find out, there will be an extra III bonus. For you obtain a time on the time attack you will have to pass all the stage and the boss without dying. If you die, you will return to the select stage screen.

The ranking is for see your 10 best times on each stage.

B) Extreme difficulty

To play on the extreme difficulty, beat the game on the original mode. After the ending credits, the game will start again. Soon enough you will realize that every hit causes massive damage and the enemies are smarter and faster. A true test to Castlevania fans.

C) Extra options

On the main menu, press up, up, down, down, left, right, left, right, X and O.

2 options will appear: Date and display mode.

Date: you can set the date that you are but the game doesn't track real time, so it must be for some secret. Mail me if you know the purpose of the date. Change the parameters with the R1 and L1. The date displayed on the initial screen is the release date of this game.

(NOTE: The only possible reason I can think of this option is to know how much time that you expend playing this game. But for this each time that you will turn off the game, you must manually save the game and do some math....until someone finds a secret date that will cause some real effect)

Display mode - Normal / Trim

Normal - The display that shows the health is transparent, so details are more visible. This is the default selection.

Trim - The display turns opaque, and some stuff high on the screen that is hard to see.

D) Hidden treasures locations

Note: I believe I don't find all the hidden treasures of this game, so if you know others locations, do not hesitate to send a mail.

Block 1:

- On the first section (stage 01), before entering the castle, wait the bridge falls down and crouch on the first block before the bridge.

- On the underground part of the stage (stage 02), before the stairs that lead up to the castle, is a small platform, from this point, break a rock on the upper platform and descend for the rocks that are underwater, crouch on the first block and a crown will appear.

Block 2

- On the first section of this stage (stage 04), after the falling rocks there will be a platform, so you must fall on the space between the platform and the third falling rock. And so you must crouch in the middle gap.

Block 3

- On the first section of the stage, there will be a platform with 2 stone archers shooting at opposite sides (stage 07), climb on this platform, and step on the first block, a bag will appear on the floor below.

- In the stage 9, right before the boss, there is a stairs and a corridor below the stairs. Go there, and get close to the wall. Crouch there to reveal a crown in the upper stairs.

Block 4

- On the second section of this stage (stage 11), after climbing the Athena statue, there is a corridor with a depression in the ground with an enemy, kill that enemy. I don't know exactly what to do, but if you search right on this depression, an idol head will appear.

Block 5

- On the second section of this stage (stage 14), after jumping the pendulum, there will be some connected platforms that when you step in it the other side will arise. So you must crouch on the second platform that you step in to reveal a

hidden crown. But be careful, if you stay still on the platform, it will collapse. Bingo, you're dead.

Block 6

- In the first section (stage 16), you are descending, after the last (fourth) sword skeleton, climb down the stairs and stay on this platform, before you descend even more there is a platform that leads to nowhere, if you move there a special money bag will appear on the platform upstairs. So, move quickly, climb the stairs and grab it before the bag disappears.

Block 7

- In the section, after defeating the Frankenstein, climb the stairs. Move to the right edge and jump to the right. An idol head will appear.

Block 8

- In the stage 22, after you climb the first stairs, jump on the side of the door that you came in, an idol head will appear on the floor below.

8 - - MISCELLANEOUS INFO

A) Game information (Japan version)

NAME: Castlevania Chronicle: Akumajou Dracula (VX236-J1/SLPM 86754)
PUBLISHER : Konami
DEVELOPER : Konami / KCET
RELEASE DATE : May 24, 2001
PRICE : 5800 yen

B) FAQ section

Q : The code for the extra options is wrong.... can't use it at all.
A : Read carefully. The final part of the code is X and O, not O and X. I have problems too, to realize that because this is NOT the original and famous Konami code (that works with Contra, Jackal, Life force and X other games), because the original Konami code was the second button and the first button on early games. (B then A, O then X and goes on) and so the code really works.

Q : The emulation of the X68000 is perfect?
A : Dunno, because I never played the original system. But I think that is almost perfect. The only graphics complain in the PS version is a tearing effect on the background, that is pretty visible on the second stage, so I don't know that this glitch has also on the X68000. There is also a little slowdown when the screen if full of sprites, as the fountain screen on the third stage. And, of course, it has loading times.

Q : This game really worth it? Is a bit expensive for just a remake with a few modifications.
A : Yeah, I know. If you are a true Castlevania fan, you must buy it now. It has everything that makes the Castlevania legacy great (great gameplay, great music, killer level design) and worth the price. But if is your first Castlevania game, or

just played Symphony of the night / the N64 Castlevania games, perhaps this game isn't the best way to show what Castlevania is really about. On the store that I bought this game, the people that only played Symphony of the night do not wanted to buy this game at all.

The American and European version of Castlevania Chronicles is much cheaper than the Japanese version. And if the reports that CC US/Euro version comes with the video interview and the gallery mode that the CC JAP lacks are correct, there is a much better deal....Oh, well.....

C) American / European version

Konami of America has released Castlevania Chronicles. Is basically the same game with translated text, but with extras not found on the JAP version. I managed to get the American version for a few minutes but I not played that much. But enough to see the video interview and get the deal with the game.

D) Video Interview (INCOMPLETE)

One of the most interesting extra ever of a game is the video interview with the game producer Koji "IGA" Igarashi that is exclusive to the US/EURO versions only. It comes with the background of the producer and very interesting questions about the Castlevania series and the "future" of new remakes. For you that only have the JAP version (like me.....) there is the full interview.

Note: The entire interview is in Japanese with English subtitles. The questions appear on a FMV background and Koji Igarashi responds it on a room with a projection screen with Castlevania Chronicles behind them. The producer looks like he is a very young man (~27 years).

Question - Could you please give us some background on the projects you've worked in the past?

Producer IGA - The major work of mine would be directing and programming of Castlevania: Symphony of the night. As for others games, I've written some game scenarios for Tokimeki Memorial.

Question 2 - Do you have a personal favorite Castlevania game?

Producer - Personally speaking, I love Castlevania 3: Dracula Curse's. Another game that I like is Dracula X: Chi No Rondo, which was only released on Japan.

Question - Why choose this particular title to revival on the PS one?

IGA - The original game was only sold in Japan and was only on PC. There weren't that many that owned a PC, you know. Many fans want a Playstation version. So, a lot of requests were made by Playstation owners to convert this game. Moreover, this game has a great reputation. I've played the original game in starting of the project and still, it's quite a lot of fun to play. I wanted to do something about the situation where one of the greatest games cannot be played by gamers, especially fans outside Japan.

Question - Because this title hasn't been released in US until now, can you give us a little background info on the games story and the structure?

IGA - This is the first "remake version" from the old Castlevania series. The story itself wasn't really that dramatic but Simon, who is a descendant of the Belmont family, used a

sacred whip to destroy Count Dracula. A very simple story, which fans all know.

This game is much more controllable compared to the original one. For example, you can change the start up of the jump; whip down while you jump and more. The game control has been upgraded which I believe that the game itself turned out to be very fun to play with.

Question 5 - Are you planning more Castlevania remakes? If so, can you tell us which classic titles you will be re-visiting next?

IGA - Yes, some future plans are in my head right now, but wherever or not I can carry on this plans is up to your support. Please encourage us to make that dream come true. By the way, the game that I am planning at the moment may be hinted somewhere towards in this interview.

Question 6 - What do you think it is about the Castlevania series that still endears so many fans around the world?

IGA - I'm sure that is due it's great gameplay and deep storyline. Also, the graphics and sound quality are always the best, which endear a lot of fans.

Question 7 - We heard that you're current working on a new Castlevania game. When can we expect to see it?

IGA - The release date to any new game in not confirmed yet. We are now making the very basic foundations of the game, as we are just now brainstorming the game plans. Please do look forward to the next game because it's going to be astonishing.

Question 8 - Which Konami team is working on the game, and have they worked on the previous Castlevania titles?

IGA - I've gathered excellent staff for this upcoming game. Not only we have staff from Symphony of the, but also from Akumajo Dracula X: Chi no Rondo. I would say this is the most talented team we ever assembled for a Castlevania game!!.

Question 9 - Symphony of the night took the series into a new direction, with a vastly different game structure. As much as we loved that game, we've always wondered, what was the reason behind the change?

IGA - The major reason why I came to re-change the Castlevania concept was due to it's longevity. Users spend so much money on a product and I simply wished if they could enjoy the game much longer. SO, I came to think about this in Symphony of the night.

Previous Castlevania games were meant to be made as "one direction" type of games. I decided to not follow this type, but rather something with more exploration. That's one of the major differences.

Also, if you're not enough good as a gamer, you not could see the ending; that simply means that not everyone could enjoy the game fully. To allow everybody could see the ending, I made the choice to implements power-ups levels so that any gamer could play the game thoroughly with the impression that they beat the game and gain a cash-back feeling.

Videogames are more expensive that any amusement; If you ask players to pay for some expensive stuff, why not make something worthwhile enough for gamers to keep and play forever!!

E) What's missing ?

I don't intend add anything on this FAQ right now, besides grammar corrections and syntax. Any other suggestions are really welcome.

F) Next project / Released FAQ's.

Serei Hata Rayblade (PS) - 30% completed
Black/Matrix Cross (PS) - 20% completed
Generation of Chaos (PS2) - 10% completed
Black/Matrix 2, Shaman King - Spirit of Shaman, Samurai Deeper Kyo, Psychometrer Eiji, Cyberorg, Racing Lagoon, Digital Holmes, Maken Shao, Project Minerva Professional, Makai Tensei, Guardian Angel, Beat Mania 6 + core mix.

Mail me if you have any interest on these titles

- Others released FAQ's

Akumajou Dracula - Castlevania Chronicle FAQ (PS)
Biohazard Complete Disk FAQ (PS)
Card Captor Sakura - Clow Card Magic FAQ / Walkthrough (PS)
Houshinengi FAQ / Walkthrough (PS)
Kaikan Phrase Datenshi Kourin FAQ / Walkthrough (PS)
Tales of Destiny (demo) FAQ / Walkthrough (PS)
Tales of Destiny 2 Title FAQ (PS)
PUMP IT UP: the season evolution FAQ (ARCADE)
PUMP IT UP: extra FAQ (ARCADE)
Unlimited SaGa FAQ / Walkthrough (PS2)

9 - - LEGAL INFORMATION / THANKS / CONTACT INFO

A) Legal Information

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B) Thanks

Many thanks to:
My family
My friends
Ric Carnahan - For writing the script of the interview.
00m FB(BC)2 - For some secrets items that he found in the game, like the 1-UP and the crown on the block 7.
All microbiology freaks out there...
Konami and KCE Tokyo

C) Contact info

Questions, comments, suggestions....feel free to send me an E-mail to (leo@inw.psi.br) with Castlevania as subject.

Fifty years have passed since Simon Belmont vanquished the curse of Dracula. Fate has dictated that Juste Belmont, blood descendant of the Belmont Family, hunt for the relics of Dracula. One day, Juste's best friend, Maxim, who had been on a training expedition two years earlier, returned unexpectedly... his body covered with wounds. He informs Juste that Lydia, a childhood friend whom they both deeply care about, has been kidnapped. Passing through thick fog, the two men happen upon a castle undocumented on any map. Could this be the fabled Dracula's castle? Standing solemnly in the night, this forbidding castle welcomes its unexpected guests as the moonlight shines upon it...

Released on September 16th, 2002 for the Nintendo Game Boy Advance, Castlevania: Harmony of Dissonance is the adventure of Juste Belmont, the grandson of the legendary Simon Belmont. It is the year 1748, fifty years after the events of Castlevania II: Simon's Quest, and Juste's good friend Maxim Kischine has returned from a training expedition, badly wounded and with some terrible news. Lydie Erlanger, a childhood friend that both Juste and Maxim care deeply for has been kidnapped. Maxim has also lost a great deal of his memories over the past 2 years, but is able to lead Juste to the site of Lydie's disappearance, where they encounter a castle which had not previously been there. Juste goes ahead into the castle while Maxim stays behind to tend to his wounds, saying he will catch up later. While inside, Juste comes across Death, and discovers that this is none other than Dracula's Castle. He also learns that Maxim had attempted to duplicate the actions of Simon Belmont by gathering Dracula's remains, and planning to resurrect the Count so he could defeat Dracula himself. Juste must collect and destroy the remains of Dracula, in order to save Lydie. However Maxim has been overcome by Dracula's spirit, which could very well lead to the return of the Count, something Juste must not allow. Like Circle of the Moon, Castlevania: Harmony of Dissonance follows the same 2D Metroid style castle layout which began with Symphony of the Night. The game also features the same RPG experience leveling up and gathering various armor and items to improve your character's performance. Harmony of Dissonance introduced Spell Fusion, which allows Juste to cast spells by combining certain Spell Books with his Sub-Weapons. It also features 2 castles, just like Symphony of the Night, except this time one is not upside down. Harmony of Dissonance improved upon Circle of the Moon by making the bosses easier to defeat, and also featuring radiant colors on the background of the castle, which improved game play on the handheld Game Boy Advance. Harmony of Dissonance helped bring the franchise back from the post Symphony of the Night slump of the late 90's. It restored popularity to the name Castlevania, and due to its success it allowed the release of many great 2D Castlevania handheld titles like Aria of Sorrow, Dawn of Sorrow, and several others. Castlevania: Harmony of Dissonance is a must have for all fans of the series. Its addictive style game play, and interesting storyline have established it as one of the most recognized games of the Castlevania franchise, and its popularity will last a lifetime.

Juste Belmont	The grandson of the legendary Simon Belmont. Juste Belmont is the hero of the game, and his goal is to collect and destroy Dracula's remains in order to save his good friends, Maxim and Lydie.
Maxim Kischine	Maxim had been on a 2 year training regime, but remembers nothing of it except for the disappearance of his friend Lydie Erlanger. Little does Juste know, Dracula's spirit is deep within Maxim, and is ready to unleash his rage.
Lydie Erlanger	A childhood friend of both Maxim and Juste, Lydie has mysteriously disappeared and Juste ventures deep into Dracula's Castle to save her, before its too late.
Dracula	The Prince of Darkness lives within Maxim, by spirit only. However after defeating Maxim for the second time in the game, Dracula returns and its up to Juste to defend his family's historic name.
Death	Juste encounters Death inside of Dracula's Castle several times. First Death makes Juste aware of what castle he is in, then later on explains why there are 2 castles within. Death also kidnaps Lydie, and a one on one showdown with Juste is inevitable.
Shopkeeper	Also known as the Merchant, he can appear in up to 8 different locations in the castle. Sometimes Juste needs special items or certain amounts of experience to make the Shopkeeper appear.
Simon Belmont	After defeating the game, you can play as Simon Belmont, in his original NES form on the boss rush mode. It also features his classic Vampire Killer theme.

Enemy	HP	EXP	Dropped Items	Location
Arabaki	13	113	$25, Gold Necklace	**A:** Clock Tower, Castle Top Floor, Castle Treasury **B:** Clock Tower, Aqueduct of Dragons, Sky Walkway, Marble Corridor
Armor Knight	32	11	Potion, Field Armor	**A:** Entrance, Marble Corridor
Arthro Skeleton	1400	314	High Potion, Magic Necklace	**A:** Skeleton Cave
Axe Armor	80	62	Iron Boots, Bangle	**B:** Luminous Cavern
Axe Armor Lv2	192	165	Kettle Hat, Ancient Armor	**A:** Castle Treasury, Luminous Cavern **B:** Sky Walkway, Chapel of Dissonance, Marble Corridor
Balloon	12	55	$5, $25	**A:** Sky Walkway
Bat	1	5	$1	**A:** Entrance, Marble Corridor, The Wailing Way, Aqueduct of Dragons, Luminous Cavern **B:** Luminous Cavern, Shrine of the Apostates
Big Balloon	30	62	$25, Cuirass Armor	**A:** Sky Walkway
Big Skeleton	128	22	$25, Opal	**A:** Clock Tower **B:** Skeleton Cave, Castle Top Floor
Blaze Master	280	314	Steel Helmet, Bloody Glove	**A:** Castle Treasury, Luminous Cavern
Bomber Armor	96	71	$5, $25	**B:** Castle Treasury, Luminous Cavern
Bone Archer	84	81	Potion, Gloves	**A:** Sky Walkway, Chapel of Dissonance, Castle Treasury, Skeleton Cave
Bone Liquid	38	179	Anti-venom, Velvet Cloak	**B:** Aqueduct of Dragons, Entrance
Bone Pillar	48	11	$1, $5	**A:** The Wailing Way, Shrine of the Apostates, Chapel of Dissonance, Clock Tower, Castle Treasury, Skeleton Cave, Luminous Cavern **B:** Skeleton Cave, The Wailing Way, Luminous Cavern
Bone Soldier	32	9	Potion, Rubber Armor	**A:** Marble Corridor, Skeleton Cave **B:** Castle Treasury, Skeleton Cave
Bone Thrower	51	39	Anti-venom, Bronze Boots	**A:** Chapel of Dissonance, Skeleton Cave **B:** Skeleton Cave, Castle Top Floor, Luminous Cavern
Boomerang Armor	800	165	None	**A:** Aqueduct of Dragons
Bronze Guarder	112	179	None	**B:** Clock Tower
Clear Bone	72	419	$400, Ancient Robe	**B:** Entrance
Devil	2176	627	None	**A:** Sky Walkway (as boss) **B:** Marble Corridor
Disc Armor	156	102	$100, Cloth Helmet	**A:** Clock Tower, Castle Treasury, Luminous Cavern **B:** Castle Top Floor, Clock Tower
Disc Armor Lv2	280	143	$250, High Potion	**B:** Clock Tower
Ectoplasm	9	13	Uncurse Potion, Thin Robe	**A:** Luminous Cavern **B:** Castle Treasury, Castle Top Floor, Luminous Cavern
Feather Demon	272	150	Barbuta, Ramail Coat	**A:** Clock Tower **B:** Castle Treasury, Entrance
Fishman	160	102	Potion, Parade Armor	**A:** Aqueduct of Dragons **B:** Aqueduct of Dragons
Fleaman	3	7	$1, $5	**A:** Marble Corridor, Chapel of Dissonance, Luminous Cavern, Clock Tower, Castle Treasury **B:** Clock Tower, Marble Corridor
Fleaman Armor	20	55	$25, Fire Mail	**A:** Castle Treasury **B:** Clock Tower, Marble Corridor

Enemy	HP	EXP	Dropped Items	Location
Flying Bone	12	13	$5, Crimson Cloak	**A:** Sky Walkway, Chapel of Dissonance **B:** Skeleton Cave, Sky Walkway
Gate Guarder	640	39	None	**B:** Castle Treasury
Ghost	4	11	None	**A:** The Wailing Way **B:** Castle Treasury, Luminous Cavern, Clock Tower
Gold Medusa	13	55	Medusa Pendant	**A:** Clock Tower
Gorgon	420	295	Double Mail, Silver Bangle	**A:** Castle Treasury
Guardian Armor	4800	165	None	**A:** Clock Tower
Hammer-Hammer	1400	375	High Potion, Crested Band	**A:** Luminous Cavern
Harpy	192	125	High Potion, Bascinet	**A:** Clock Tower
JP Bone Pillar	72	441	$250, $400	**B:** Shrine of the Apostates
Large Ghost	33	12	$5, $25	**A:** The Wailing Way **B:** The Wailing Way, Shrine of the Apostates
Lizard Man	48	17	Potion, Plate Coat	**A:** Room of Illusion, Shrine of the Apostates, Castle Treasury, The Wailing Way **B:** Marble Corridor
Man Eater	96	55	Potion, Mirror Pendant	**A:** Luminous Cavern **B:** Luminous Cavern
Master Lizard	280	419	Turkey, Battle Armor	**A:** Castle Treasury **B:** Marble Corridor
Medusa Head	1	5	Pendant	**A:** Marble Corridor, Room of Illusion **B:** Clock Tower
Melty Zombie	192	193	Uncurse Potion, Iron Helmet	**B:** Aqueduct of Dragons
Merman	160	102	Potio, Piros Helm	**A:** Aqueduct of Dragons **B:** Aqueduct of Dragons
Mimic	112	91	Potion, Brigandine	**A:** Skeleton Cave
Owl	252	397	$250, Turkey	**B:** The Wailing Way, Shrine of the Apostates
Peeping Eye	51	17	Potion, Shin Guards	**A:** Castle Top Floor **B:** Castle Treasury, Clock Tower
Pike Master	1800	537	Gold Headband, Floating Boots	**B:** Marble Corridor
Pixie	320	375	Big Mana Prism, Diamond	**A:** Luminous Cavern
Poison Lizard	240	242	Turkey, Heavy Armor	**A:** Castle Top Floor, Castle Treasury **B:** Marble Corridor
Rare Ghost	2	334	Lucky Ring, Mystic Brooch	**A:** Castle Top Floor **B:** Entrance, Shrine of the Apostates
Red Skeleton	6	0	None	**A:** Skeleton Cave **B:** Skeleton Cave
Rock Armor	48	13	Potion, Plain Circlet	**A:** The Wailing Way, Shrine of the Apostates

Enemy	HP	EXP	Dropped Items	Location
Ruler Sword	240	102	Puff Coat, Greek Helm	**A:** Sky Walkway
Ruler Sword Lv2	320	113	Arm Guards, Chain Mail	**A:** Clock Tower
Ruler Sword Lv3	384	209	$250, Greaves	**A:** Castle Treasury **B:** Sky Walkway
Scarecrow	12	47	$5, Gauntlets	**B:** Luminous Cavern
Simon Wraith	260	88	High Potion, Noon Star	**B:** The Wailing Way, Shrine of the Apostates
Siren	80	71	Mana Prism	**B:** Luminous Cavern
Skeleton	3	7	$5, $25	**A:** Entrance, Marble Corridor **B:** Castle Treasury, Skeleton Cave
Skeleton Ape	51	39	$25, Rock Leather	**A:** Skeleton Cave, Castle Treasury **B:** Skeleton Cave, Luminous Cavern
Skeleton Blaze	64	22	$25, Potion	**B:** Castle Treasury, Castle Top Floor, Clock Tower
Skeleton Flail	51	27	$25, Cloth Helmet	**A:** Castle Treasury, Skeleton Cave **B:** Castle Treasury, Skeleton Cave
Skeleton Glass	56	334	$250, Ruby	**A:** Skeleton Cave
Skeleton Mirror	160	91	$100, Silk Hat	**B:** Sky Walkway
Skeleton Rib	51	33	Uncurse Potion, Bronze Armor	**B:** Castle Treasury, Skeleton Cave, Clock Tower
Skeleton Spear	51	33	$25, Leather Helmet	**B:** Skeleton Cave, Castle Top Floor, Chapel of Dissonance
Skeleton Spider	400	47	Potion, Bicocette	**B:** Skeleton Cave
Slime	32	9	Anti-venom, Sturdy Turban	**A:** Aqueduct of Dragons **B:** Luminous Cavern
Specter	96	165	Noon Star, Sapphire	**A:** Clock Tower, Castle Treasury **B:** Clock Tower, Chapel of Dissonance, Marble Corridor
Spriggran	380	354	$100, Steel Glove	**A:** Castle Treasury **B:** Sky Walkway, Entrance, Room of Illusion
Sylph	320	375	Big Mana Prism, Silver Tiara	**A:** Luminous Cavern
Tiny Devil	64	49	Uncurse Potion, Turquoise	**A:** Castle Top Floor (Pazuzu), Luminous Cavern
Tiny Slime	3	5	$1	**A:** Aqueduct of Dragons **B:** Luminous Cavern, Aqueduct of Dragons
Victory Armor	280	375	$400, Ninja Cloak	**A:** Marble Corridor, Shrine of the Apostates, Luminous Cavern **B:** Room of Illusion
White Dragon	96	12	$5, $25	**A:** Shrine of the Apostates, Sky Walkway, Clock Tower, Skeleton Cave **B:** Aqueduct of Dragons
White Dragon Lv2	204	17	Potion, $100	**B:** Clock Tower
White Dragon Lv3	160	91	High Potion, Armet	**B:** Castle Treasury
Witch	80	71	Anti-venom, Loose Clothing	**B:** Luminous Cavern
Zombie	2	5	Casual Wear	**A:** Entrance, Room of Illusion **B:** Castle Treasury
0	160	102	Drumstick, Noble Robe	**B:** Marble Corridor, Room of Illusion

Previous Page

Boss	HP	EXP	Location
Cyclops	4860	4406	**B:** Shrine of the Apostates
Death	3920	4227	**A:** Luminous Cavern
Death (2nd form)	2800	4406	**A:** Luminous Cavern
Devil	2176	627	**A:** Sky Walkway (as boss) **B:** Marble Corridor (not as boss)
Dracula	2250	0	**B:** Castle Treasury
Dracula (2nd form)	6666	0	**B:** Castle Treasury
Giant Bat	400	66	**A:** Marble Corridor
Giant Merman	3520	1298	**A:** Aqueduct of Dragons
Golem	1408	273	**B:** Luminous Cavern
Legion (Corpse)	4620	3388	**A:** Skeleton Cave
Legion (Saint)	1920	2230	**B:** Sky Walkway
Living Armor	900	110	**A:** Shrine of the Apostates
Maxim	4800	0	**A:** Castle Treasury **B:** Castle Treasury
Max Slimer	3680	1479	**A:** Clock Tower
Minotaur	1920	339	**B:** Castle Top Floor
Minotaur Lv2	4200	3228	**A:** Castle Top Floor
Pazuzu	4500	2640	**A:** Castle Top Floor
Peeping Big	2000	1981	**B:** Clock Tower
Shadow	1600	2362	**B:** Sky Walkway
Skull Knight	1600	339	**B:** Skeleton Cave
Talos	4200	4227	**A:** Luminous Cavern

Konami cracks the whip and unleashes a new breed of bloodsuckers on Game Boy Advance. Juste Try to contain yer Castlevania mania.

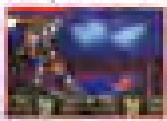
Castlevania

Harmony of Dissonance

Here to the Horror

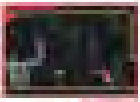
Juste Do It

Fancy Footwork



Bargain Basement

Extra Looking



Throw the Book at Them

10				
9				
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Castles of the Mind

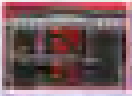
Castle Transit

Castle A

Map Key

- Boss Door
- Boss Door (Key)
- Boss Door (Skeleton)
- Warp
- Invisible Tile
- Red Tile
- Key
- Treasure Chest
- Gate
- Push Block

Treasure Hunt



Keys to Success

Treasure Key

Red Gem

Lost Key

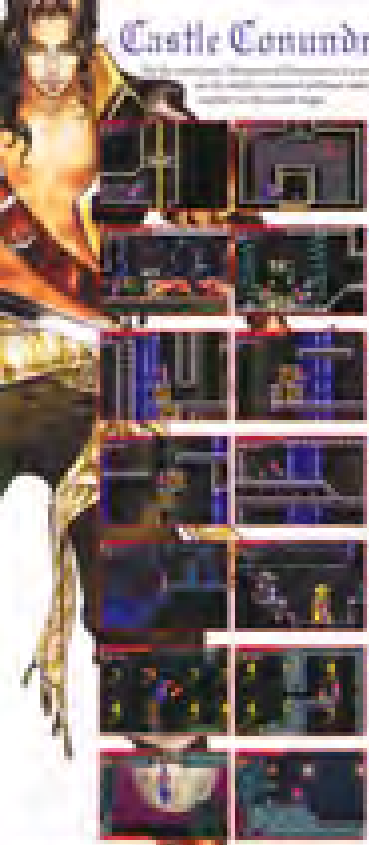
Relics of a Dark Time

Castle E

Necessary Items

Cozy Castle

Castle Conundrums



1 Finding the Crawling Claw

2 Experiment Required

3 Re: Painting

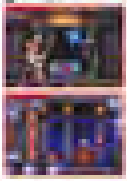
4 Time to Wake

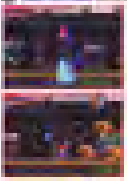
5 Now Prepare the Passport Key

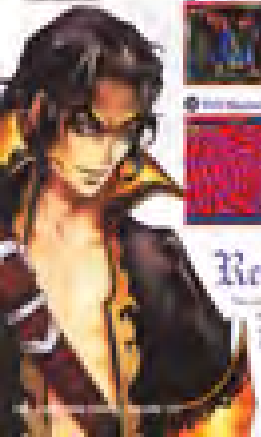
6 Chess Pieces

7 Wooden Bones

Beating the Bosses







Return for Relics

Play as Maxim Kischine	Enter MAXIM as a name after completing the game at least once
No Magic	Enter NO MAGIC as a name after completing the game at least once
Hard mode	Enter HARDGAME as a name after completing the game at least once. A voice can be heard at the start of the introduction to confirm correct code entry
Boss Rush mode	Successfully complete the game to unlock the Boss Rush option. There are three levels (easy, normal, and hard) that must be unlocked by playing each in succession, starting with easy
Play as Simon Belmont in Boss Rush Mode	Unlock Boss Rush mode, then press Up(2), Down(2), Left, Right, Left, Right, B, A, Select at the Konami logo. Select Boss Rush mode to play as the NES version of Simon
Play as Maxim Kischine in Boss Rush Mode	Unlock Boss Rush mode, then hold L + R at the Boss Rush menu. Keep the buttons held until the difficulty setting is selected. You will now control Maxim in Boss Rush mode
Sound test mode	Successfully complete the game with the good ending (where you rescue Maxim and Lydie)
Encyclopedia mode	Get the Monster Tome relic during game play to unlock the "Encyclopedia" option at the "Secret Info" menu, which details all monsters that you have defeated
Collectibles mode	Get any collectible during game play to unlock the "Collectibles" option at the "Secret Info" menu, which lists all the collectible items that you have found

The year is 2035. Japan.

Crowds of spectators are gathering around in anticipation of the first full solar eclipse of the 21st century.

Soma Cruz is a high school exchange student studying abroad in Japan. He lives near the Hakuba Shrine, an ancient shrine with strong ties to Japanese mythology.

Mina Hakuba, the only daughter of the shrine's caretaker, is both Soma's classmate and childhood friend. Soma started making his way to the shrine to see the solar eclipse with Mina. But, for some strange reason, the stairway leading up to the shrine felt longer than usual, as if something was trying to keep them from their destination. When they finally managed to get through the shrine gate, Soma's senses began to dim.

In the distance, the solar eclipse was approaching totality, but the pitch black sun appeared to be trapping chaotic darkness. At that moment, Soma and Mina were knocked unconscious - only to awaken inside a mysterious castle. Now Soma must find a way out of this labyrinth and escape safely with his friend, Mina.

Released on May 6th, 2003 for the Nintendo Game Boy Advance, Castlevania: Aria of Sorrow is a tale of struggle between good and evil within one's own self. Soma Cruz, a 19 year old exchange student has woken up inside a dark and mysterious castle. His good friend Mina is no longer with him, as she remains on the outskirts of the castle. Soma ventures deep within Dracula's castle, learning that Dracula had been destroyed years prior, and his reincarnation was coming very soon. He encounters Graham Jones, a man who claims that he is the reincarnation of Dracula and that no one can prevent his return. Soma is aided by a few friends he meets along the way including Hammer, a man who sets up a shop inside the castle to sell weapons, armor and items. He also meets Genya Arikado, a member of a mysterious Japanese government organization related to national security. Aria of Sorrow follows the same Symphony of the Night map layout style that Circle of the Moon and Harmony of Dissonance adopted, a layout that has been extremely successful. In Aria of Sorrow, the hero Soma has the ability to capture souls from enemies he defeats, and then use their power in battle. There is a wide variety of souls that Soma can collect, and they can be used for attack and defense purposes, summoning spirits, increasing stats, and more. Like Symphony of the Night, this game is also RPG based and follows the same stat and level increases. Aria of Sorrow is widely considered the best of the Castlevania games released for the Game Boy Advance due to its unique use of the soul collecting, its enchanting castle design, its strong roster of the best monsters and bosses the series has to offer, and its captivating storyline, a storyline that contains a secret so dark, and so frightening that you must play the game to find out, and when you do you may never be the same. Castlevania: Aria of Sorrow was the 3rd and final title released for the Game Boy Advance, one of the best trilogies of the franchise. Its immediate popularity and success helped launch Castlevania: Lament of Innocence, which was released a few months after for the PlayStation 2. By the end of 2003, due to games like Aria of Sorrow and Harmony of Dissonance, the Castlevania series was over the slump it endured for a few years after the release of Symphony of the Night. These titles lived up to the expectations of the SOTN fans, and made us all quickly forget about disasters like Castlevania Legends and Castlevania 64. Aria of Sorrow not only restored honor to the Castlevania franchise, but helped make it more popular than ever before. Its success continued with the release of its direct sequel, Castlevania: Dawn of Sorrow in 2005 for the Nintendo DS.

Soma Cruz

A 19 year old foreign exchange student, Soma Cruz has woken up inside of Dracula's Castle. He must venture deep within the castle to prevent Dracula's reincarnation, and along the way he discovers a secret about himself, a very dark and tragic secret too terrifying to describe.

Mina Hakuba

Soma's childhood friend, Mina remains outside of the castle as Soma searches within to discover the secret of Dracula. Mina offers Soma advice from which she acquires through a man named Genya Arikado.

Genya Arikado

He is a member of a mysterious Japanese government organization related to national security. However he really is Alucard, the son of Count Dracula. Arikado instructs Soma on how to find and defeat the true soul of Dracula.

Yoko Belnades

Yoko is a witch and part of the Belnades clan, whose members are adept at magic, a trait they inherited from Sypha Belnades of Castlevania III: Dracula's Curse. Yoko has came to the castle in search of Graham Jones, whom she believes will inherit Dracula's powers.

Hammer

A member of the United States military who is also teleported to Dracula's Castle. He quickly opens up his own shop and sells merchandise to Soma to help aid him in his quest. Hammer falls in love with Yoko, but she does not share the same feelings.

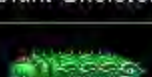
Julius Belmont

Originally known simply as "J". This man suffers from amnesia, which was brought upon him after he defeated Dracula in the year 1999. J is a supporting character in the game at first, but then can be used as a playable character after you defeat the game with Soma.

Graham Jones

Graham Jones was born on the day of Dracula's death. He has supernatural powers and believes that he is the reincarnation of Dracula. But is he really?

Enemy	HP	EXP	Description	Dropped Items	Location
Alastor	1200	1500	His vengeful spirit possesses a floating sword	None	Chaotic Realm
Altair	30	10	An atrocious eagle that carries Ripper with it	None	Floating Garden
Alura Une	800	400	An Une raised on warm blood	Melon	Underground Reservoir, Underground Cemetery, Forbidden Area
Arachne	100	32	This beast appears to be part woman, part spider	Potion	Study, Dance Hall
Arc Demon	500	400	Uses the powers of darkness to wreak havoc upon the world	High Mind Up	Inner Quarters, Underground Reservoir, Arena
Axe Armor	60	10	An armored soldier that wields an axe	Leather Plate	Castle Corridor, Chapel
Bael	300	380	A demon that grants cunningness	None	Arena, Top Floor
Basilisk	700	600	The offspring of a lizard and a bird. Its gaze can turn you to stone	Milican's Sword	Top Floor, Chaotic Realm
Bat	10	1	A bloodsucking bat that lurks in the castle	None	Castle Corridor, Chapel, Underground Reservoir
Beam Skeleton	400	320	Skeleton wizard whose powers come from the hole dilled into his head	None	Arena, Chaotic Realm
Big Golem	1200	1000	A man-like figure molded out of soil and animated by magic	Milican's Sword	Underground Reservoir (also Dance Hall boss)
Biphron	380	280	Spirit creature whose glow illuminates dark graveyards	None	Underground Cemetery
Blue Crow	25	2	A blue crow that nibbles upon rotting corpses	None	Castle Corridor
Bomber Armor	200	200	An armored soldier that throw bombs	Steel Plate	Clock Tower
Bone Pillar	75	9	The skeletal remains of a dinosaur neck animated by magic	Mind Up	Chapel, Study, Dance Hall, Floating Garden
Buer	20	6	A lion with five legs	None	Castle Corridor, Study
Cagnazzo	180	220	Picky, underworld fiend	Uncurse Potion, Onikiri	Underground Reservoir, Underground Cemetery, Forbidden Area
Catoblepas	200	40	This ox-like beast's breath turns living things to stone	Milk	Castle Corridor, Study, Dance Hall
Chronomage	80	30	Rabbit that uses a clock to stop time Strict in regards to tardiness	Pudding	Inner Quarters
Cockatrice	380	120	One glare from this bird-like beast will turn you to stone	Potion	Floating Garden
Creaking Skull	240	110	A giant corpse whose body has collapsed under its own weight	None	Dance Hall (also Castle Corridor boss)
Curly	90	67	A demon that uses all four of its arms to smash things	Skull Necklace, Flame Necklace	Inner Quarters
Dead Crusader	180	380	Skeleton swordsman with strong defense	Estoc, Block Mail	Underground Reservoir, Arena, Chaotic Realm
Dead Warrior	110	100	The horse-riding ghost of a dead samurai warrior	Samurai Armor	Floating Garden
Demon Lord	1800	3000	This dark king rules over most of the demon population	Mana Prism, Demon's Mail	Chaotic Realm
Devil	300	200	A creature spawned from the deepest abyss of hell	Skull Necklace, High Mind Up	Floating Garden, Clock Tower

Enemy	HP	EXP	Description	Dropped Items	Location
Disc Armor	240	150	An armored soldier possessing spinning razor-sharp discs	Iron Plate	Inner Quarters, Floating Garden, Clock Tower, Underground Reservoir
Dryad	350	200	An evil tree spirit	Mystletain, Persimmon	Underground Reservoir, Forbidden Area
Durga	34	15	A monster that feasts on the flesh of its victims	Gym Clothes, Coffee	Chapel, Study, Dance Hall, Inner Quarters
Ectoplasm	30	15	Cotton-like substance that oozes from the corpses of men w/ regrets	Uncurse Potion	Study
Erinys	200	500	The goddess of revenge	Ronginus' Spear	Arena, Top Floor, Chaotic Realm
Evil Butcher	112	30	Loves to slice things with his well-used butcher knives	Baselard, Spoiled Milk	Study, Dance Hall
Final Guard	1200	2000	Specially chosen to defend important areas of the castle	Gold Plate, Final Sword	Top Floor, Chaotic Realm
Fish Head	280	100	Dead fish reanimated to protect the sea	None	Underground Reservoir, Forbidden Area, Chaotic Realm
Flame Demon	500	400	A fiend born from the hell fires	Laevatain	Underground Cemetery, Forbidden Area
Fleaman	10	15	Creature that hops around like a flea	Cloth Tunic	Chapel, Study, Dance Hall
Flesh Golem	2000	400	A man-like figure built from the body parts of corpses. Animated by magic	Rotten Meat, Spoiled Milk	Underground Reservoir
Gargoyle	70	240	A grotesque monster with the wings of a bat	None	Chapel, Underground Reservoir, Arena, Forbidden Area, Top Floor
Ghost	10	1	A small spirit doomed to wander the castle grounds for all eternity	None	Castle Corridor, Chapel
Ghost Dancer	25	22	The elegantly dancing ghost of an aristocrat	Tea	Chapel, Dance Hall
Giant Ghost	75	22	Transformed into a giant ghost by exposure to the castle's magic	None	Chapel, Study
Giant Skeleton	2000	1200	A huge skeleton with no lower body that crawls along the ground	Durandal	Arena, Chaotic Realm
 Giant Worm	100	80	Transformed into a giant insect by exposure to the castle's magic	Cream Puff	Underground Reservoir
Gladiator	600	1000	Though he's dead, this horseback warrior still seeks out battles	None	Arena, Chaotic Realm
Golem	200	180	A man-like figure molded out of soil and animated by magic	High Potion	Floating Garden, Clock Tower
Gorgon	320	95	An ox-like creature with hardened skin of iron	Meat Strip, Milk	Floating Garden, Underground Reservoir
Great Armor	650	300	A heavily-armed soldier built out of the corpses of great warriors	Iron Plate, Great Sword	Clock Tower (also Study boss)
Gremlin	70	90	A creature who loves to fiddle with machinery	None	Clock Tower
Harpy	150	100	A bird monster with the upper body of a woman	None	Clock Tower, Forbidden Area
Imp	52	60	A tiny demon who loves mischief	Mind Up	Inner Quarters, Floating Garden, Underground Reservoir
Iron Golem	9999	500	A man-like figure made of iron and animated by magic. Extremely tough	None	Top Floor, Chaotic Realm
Kicker Skeleton	200	80	Flying kicks are this skeleton's specialty	Red Scarf, Ancient Belt	Floating Garden
Killer Doll	110	40	A figurine possessed by the spirit of a mass murderer	None	Castle Corridor, Dance Hall, Inner Quarters

Enemy	HP	EXP	Description	Dropped Items	Location
Killer Fish	25	10	A large, man-eating fish. Rumored to be quite tasty	Tasty Meat	Castle Corridor, Underground Reservoir, Forbidden Area
Killer Mantle	200	345	An evil cloak that assaults humans	Ramen	Arena
Kyoma Demon	220	60	This demon leaps out from mirrors and attacks his prey	None	Inner Quarters
Lightning Doll	170	130	A doll possessed by the spirit of an electrocuted prisoner	None	Inner Quarters, Clock Tower
Lilith	220	60	Sucks away your soul as you dream. Appears as a beautiful woman	Pendant	Arena
Lubicant	500	550	An always angry minion of hell. Not enough calcium in his diet	Muramasa	Arena, Top Floor, Chaotic Realm
Mandragora	200	100	Insanity overcomes all who hear his cry	None	Floating Garden, Underground Reservoir
Man-Eater	666	444	A worm that subsists on skulls	Rahab's Sword	Underground Reservoir
Manticore	440	250	A monster with the body of a lion, the wings of a bat and a scorpion's tail	Gladius	Floating Garden (also Chapel boss)
Medusa Head	30	10	A creature mass-produced from the head of Medusa	None	Clock Tower, Underground Reservoir, Arena, Chaotic Realm
Merman	20	2	Lives close to the shore and attacks anything that comes near it	None	Castle Corridor, Underground Reservoir
Mimic	100	200	Assumes the form of a treasure and quietly awaits his prey	None	Dance Hall, Forbidden Area, Chaotic Realm
Minotaur	200	60	This mixture of man and bull possesses superhuman powers	Battle Axe, Meat Strip	Study, Dance Hall
Mudman	200	400	The evil spirit of a man who drowned in a marsh	None	Forbidden Area
Needles	1	10	A giant, mutant sea urchin	Tasty Meat	Clock Tower, Underground Reservoir
Nemesis	170	75	An angel who hunts and slaughters man-beasts	None	Dance Hall, Inner Quarters
Nightmare	260	280	A demon that takes up residence in one's dreams	Lance	Underground Reservoir
Peeping Eye	38	8	The castle's designated "watch dog"	None	Castle Corridor
Persephone	150	55	A demon maid that served a noble master	Scarf, Strawberry	Inner Quarters
Poison Worm	100	120	A large insect that spits venom	Anti-venom	Underground Reservoir, Forbidden Area
Quezlcoatl	60	41	A reincarnation of the ancient snake god	Ancient Belt	Chapel, Dance Hall
Red Crow	70	44	A vicious crow dyed red by the splattered blood of wounded men	None	Floating Garden
Red Minotaur	929	1000	A red Minotaur that grew stronger during a recent trip to hell	Battle Axe, Tasty Meat	Arena, Top Floor, Chaotic Realm
Ripper	80	80	This fiend enjoys slaughtering people with a knife	Crimson Cloak	Floating Garden, Underground Cemetery
Rock Armor	72	24	An armored soldier that throws boulders	Hammer, Copper Plate	Castle Corridor, Chapel, Study
Shadow Knight	3000	3000	This strong knight sold his soul to the Devil	Super Potion	Chaotic Realm
Siren	50	20	A beast whose beautiful singing voice has the power to mesmerize	None	Castle Corridor, Clock Tower
Skeleton	20	3	A magically animated human skeleton	None	Castle Corridor, Chapel, Underground Reservoir
Skeleton Knight	48	12	The magically animated skeleton of a dead swordsman	Rapier	Castle Corridor, Chapel, Dance Hall

Enemy	HP	EXP	Description	Dropped Items	Location
Skull Archer	42	5	A skeleton archer	None	Castle Corridor, Study
Skull Millione	250	300	Hell spawn with poisoned claws	Kunitsuna, Poison Fist	Arena
Sky Fish	100	3000	A creature that moves at high speed. Invisible to catch with the naked eye	None	Underground Reservoir
Slime	200	200	A creature whose body is made up of a gelatinous substance	None	Underground Reservoir, Chaotic Realm
Stolas	1500	1500	An aged, wise owl	High Potion	Top Floor, Chaotic Realm
Student Witch	80	28	A witch-in-training. Can sometimes land her broomstick without crashing	Mind Up, Cream Soda	Study, Inner Quarters
Succubus	550	360	This enticing beauty is really a nightmare in disguise	Heart Pendant, Pudding	Arena, Top Floor, Chaotic Realm
Tiny Devil	20	8	This demon is quite terrifying, despite his small size	Mind Up	Castle Corridor, Chapel, Study, Underground Reservoir
Triton	400	300	Ruler of the water kingdom	Trident, Potato Pancake	Underground Reservoir, Chaotic Realm
Tsuchinoko	300	80	A mythical snake proven to exist by Soma Cruz in 2035	None	Dance Hall
Ukoback	80	180	One of hell's cauldron demons with a blazing red hot body	None	Underground Reservoir
Une	10	10	Plant-like monster that assaults its prey with thorn-covered leaves	None	Chapel, Underground Reservoir
Valkyrie	55	80	A female warrior with a pretty face and a wicked heart	Partizan, Iron Plate	Inner Quarters, Clock Tower
Waiter Skeleton	120	38	A skeletal waiter that carries a bowl of delicious curry	Beef Curry	Dance Hall
Werejaguar	380	260	Works on his straight punch so he can defeat Weretiger	Mach Punch	Underground Cemetery, Forbidden Area
Weretiger	400	320	Works on his uppercut so that he can defeat Werejaguar	Whip Knuckle	Arena
Werewolf	290	100	A wild man that transforms into a wolf	Black Belt, Milk	Floating Garden
White Dragon	95	20	The magically animated remains of a dinosaur	None	Castle Corridor, Chapel, Dance Hall
Winged Skeleton	20	3	A skeleton that has been given wings of bone	Spear	Chapel, Study, Dance Hall
Witch	180	75	She is so thrilled to have become a witch	Melon, Gabolg	Inner Quarters
Wooden Golem	250	200	A man-like figure built of wood and animated by magic	Grapes	Dance Hall
Zombie	18	1	A rotting corpse animated by magic	Cloth Tunic, Baselard	Castle Corridor
Zombie Officer	150	40	Animated corpses of a lieutenant who marched to his death 36 years ago	Combat Knife, Army Jacket	Castle Corridor, Chapel, Dance Hall
Zombie Soldier	46	9	Animated corpse of a soldier who marched to his death 36 years ago	Rotten Meat, Combat Knife	Castle Corridor

Boss	HP	EXP	Description	Location
Balore	4000	16000	Demon with a fear inducing gaze	Arena
Big Golem	1200	1000	A man-like figure molded out of soil and animated by magic	Dance Hall
Chaos	3000	-	Consists of Dracula's 3 souls	Chaotic Realm
Chaos (2nd form)	3000	-	Deadly Core with a Snake ally	Chaotic Realm
Creaking Skull	240	110	A giant corpse whose body has collapsed under its own weight	Castle Corridor
Death	2000	2000	Dracula's confident	Clock Tower
Death (2nd form)	2444	2444	Dracula's confident	Clock Tower
Graham Jones	2000	-	A missionary gone amiss. Believes himself to be Dracula	Top Floor
Graham Jones (2nd form)	3000	-	A missionary gone amiss. Believes himself to be Dracula	Top Floor
Great Armor	650	300	A heavily-armed soldier built out of the corpses of great warriors	Study
Headhunter	700	3000	This demon collects the severed heads of his victims	Inner Quarters
Headhunter (2nd form)	700	3000	This demon collects the severed heads of his victims	Inner Quarters
Headhunter (3rd form)	700	3000	This demon collects the severed heads of his victims	Inner Quarters
Julius Belmont	6000	-	The most powerful Vampire Hunter. Recently regained his memory	Floating Garden
Legion	5000	12000	He is many, he is one	Underground Cemetery
Manticore	440	250	A monster with the body of a lion, the wings of a bat and a scorpion's tail	Chapel

Castlevania® Aria of Sorrow™

RETURN TO DRACULA'S CASTLE AND PUT AN END TO HIS DARK CURSE ONCE AND FOR ALL.

Castlevania is one of the oldest and most respected names in gaming. Many of the games in the franchise have been among the best on their systems. The Game Boy Advance has already been blessed with two of the stellar titles (Circle of the Moon and Harmony of Dissonance), and the diminutive handheld is about to receive a third.

Aria of Sorrow is the first Castlevania game to take place in the future (2035 to be precise). Don't worry, though; the swords and sorcery haven't been replaced by ray guns. In fact, if it weren't mentioned in the story line, you'd never know that the game took place in the 21st century. The artists at Konami have stayed true to the beloved Castlevania aesthetic and improved upon it with superior animation and more-detailed backgrounds. Moreover, the developers have remedied the two major shortcomings from Harmony of Dissonance: The music in Aria of Sorrow is of a much higher quality and the boss battles are considerably more difficult. With the series rapidly approaching perfection, the Castlevania legacy remains as strong as ever.

Character Profiles

Aria of Sorrow stars an intriguing cast of characters, many of whom are linked to Castlevania's past. (See the time line at the bottom of the page for some hints.) For better or worse, each of the individuals will play an important role in Soma's journey.

SOMA CRUZ

Soma is a high-school exchange student living in Japan. On his way to the Shrine of the White Horse to view a solar eclipse, he's suddenly knocked unconscious.

GENYA ARIKADO

An extremely cold and powerful man, Genya Arikado (pronounced ah-ree-ka-doh) seems to be intimately familiar with the prophecy of Dracula's resurrection.

GRAHAM JONES

The founder of a new religious sect with hordes of devout followers, Graham is rumored to possess magical powers. He was born in July 1999.

YOKO BELNADES

Yoko has been sent by the Church to investigate the prophecy of Dracula's resurrection. Her last name should sound familiar to long-time Castlevania fans.

J

The man called J suffers from amnesia caused by a traumatic incident in 1999. Though he can't explain why, J seems to possess magical powers. What brings him to Dracula's castle?

HAMMER

The army dispatched Hammer to investigate the Shrine. Instead, he decides to set up shop in front of the castle, where you can buy and sell equipment.

Tactical Souls

Tactical Souls are the magical spirits of the creatures that inhabit Dracula's castle. Every time you defeat a creature, there's a possibility that you'll capture its soul. Captured souls grant you a wide variety of special powers and abilities (see right for examples). Most of them consume magic points, which you can replenish by nabbing hearts.

STUDENT WITCH
The Student Witch's soul releases a lethal cat that runs full-speed at enemies. It may look comical, but it can be pretty effective when you need to attack from a distance.

LIGHTNING DOLL
Perhaps the most useful soul in the game, the Lighning Doll allows Soma to discharge lightning from his fingertips, damaging every enemy in his path.

RED MINOTAUR
Intimidate your foes with the largest axe ever seen. At 150 MP, the Red Minotaur's soul may be expensive, but its gargantuan blade does massive damage.

IMP
The Imp acts as a familiar. It follows Soma and attacks enemies with its trident until you run out of MP. When that happens, the little fellow disappears.

GIANT BAT
You'll be unable to reach certain areas of the castle until you've obtained a particular soul. The Giant Bat, for example, gives Soma the ability to fly.

UNDINE
Enchanted Souls such as Undine, which enables Soma to walk on water, produce a continuous effect without consuming MP. They remain active until you disable them.

Trading Souls

Quite a few of the souls in Aria of Sorrow can be difficult to obtain, so Konami has included a link-up feature that allows you to trade with your friends. The macabre practice gives you the opportunity to complete your collection and see all of the cool abilities that the game has to offer without tirelessly searching them all out yourself. Be careful not to trade a soul that you want to keep—once it's gone, it's gone (unless the recipient agrees to trade it back to you).

Vanquishing Evil

As we've come to expect from the Castlevania series, Aria of Sorrow contains quite a bit more depth than your run-of-the-mill action title. To escape from the castle alive, you must be mindful of Soma's abilities and limitations. Dracula's minions will not relinquish their souls without a struggle.

CHARACTER LEVEL
Character growth in Aria of Sorrow works very much like in an RPG. You acquire experience points as you defeat enemies, and your character's statistical attributes improve each time you gain a level.

WEAPONS & ARMOR
There's a huge number of weapons and armor to find in Dracula's castle. Soma can equip only one weapon, one piece of armor and one accessory at a time, however, so choose wisely.

ENEMY DATA
After you defeat an enemy for the first time, its profile automatically appears in a database. Consult it to view detailed information on the creature's attributes. Once you know a creature's weakness...

STRATEGIC COMBAT
...you can take advantage of it by equipping the proper weapon. For example, our hero can wield the ice-enchanted Rahab's Sword to make quick work of an ornery Stolas.

A Legend in the Making

Castlevania: Aria of Sorrow is one of the most anticipated GBA games of the year, and for good reason. Its amazing presentation coupled with the brilliant Tactical Soul system makes for a deeply engrossing adventure that's among the best in the series. Long-time fans will love the subtle references to previous games, and newcomers will be pulled in by the magnificently polished game play. If they can maintain this level of quality, we encourage Konami to keep them coming. Don't sing your own aria of sorrow—we'll have more on the latest Castlevania next month.

Castlevania Timeline

1450
Castlevania Legends (GB)
Count Dracula becomes the Prince of Darkness, but a vampire hunter named Sonia Belmont ends his reign of terror with help from Dracula's own son, Alucard.

1476
Castlevania III: Dracula's Curse (NES)
Aided by three spirits—Grant DaNasty, Sypha Belnades and Alucard—Trevor Belmont (believed to be Sonia and Alucard's son) vanquishes Count Dracula.

1576
Castlevania: The Adventure (GB)
The year of Dracula's first-centennial resurrection. Though nearly defeated at the hands of Christopher Belmont, the count narrowly escapes by transforming his body into mist.

1591
Castlevania II: Belmont's Revenge (GB)
After lying in wait for 15 years, Dracula possesses Christopher Belmont's son, Soleiyu, and turns him into a demon. Christopher slays the Prince of Darkness and saves his son.

1691
Castlevania (NES)
The year of Dracula's second-centennial resurrection. Simon Belmont, perhaps the most legendary member of the Belmont clan, defeats the count but is severly wounded.

1692
Castlevania II: Simon's Quest (NES)
Simon's wounds continue to gnaw at his soul. He learns that Dracula's curse has possessed him, and that to rid himself of it he must burn Dracula's body.

1692
Super Castlevania IV (Super NES)
The third and final battle between Count Dracula and Simon Belmont. Simon finally vanquishes the count, putting an end to one of the most storied rivalries in Castlevania history.

1748
Castlevania: Harmony of Dissonance (GBA)
Hoping to prove his worth as a vampire hunter, Maxim Kishine sets out to recover Dracula's body. Dracula possesses him in the process, and Maxim is eventually defeated by Juste Belmont.

1788
Castlevania: Dracula X (Super NES)
A dark priest resurrects Count Dracula prematurely. To exact revenge on the Belmont clan, the count kidnaps Richter Belmont's girlfriend, Annet, and her sister, Maria.

1830
Castlevania: Circle of the Moon (GBA)
After being defeated by Alucard in 1792, Dracula is again resurrected prematurely. He imprisons a vampire hunter named Baldwin, but Baldwin's apprentice, Nathan Graves, defeats the count.

1844
Castlevania: Legacy of Darkness (N64)
The Grim Reaper resurrects Dracula. Looking for a suitable host for his undead soul, the count begins to kidnap children. A heroic man-beast named Cornell stops him.

1852
Castlevania (N64)
Dracula is reborn in the body of a young boy named Malus. Reinhardt Schneider, descendant of the Belmont clan, and Carrie Fernandez, descendant of Sypha Belnades, defeat Malus.

2035
Castlevania: Aria of Sorrow (GBA)
Dracula's castle appears in a solar eclipse over Japan. High school student Soma Cruz finds himself trapped inside the castle alongside friend Mina Hakuba.

Castlevania®
Aria of Sorrow™

NINTENDO POWER®

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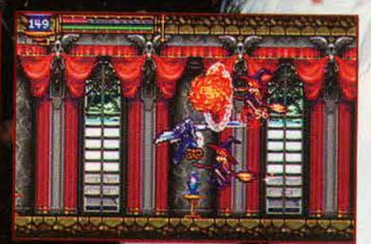
It's a Trick. Get a Stake.

Castlevania® Aria of Sorrow™

Drac Is Back!

As Konami's latest GBA title opens, the year is 2035 and the first total solar eclipse of the century is about to occur. Soma Cruz is an exchange student visiting the Hakuba Shrine for a little peace and quiet—when suddenly darkness overcomes him. When he awakens, he finds himself in the most diabolical place imaginable—Count Dracula's Castle! With the life of his friend Mina hanging in the balance, Soma must find Dracula and defeat the evil once again.



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ESRB TEEN T — Animated Blood Violence

The Soul of the Matter

Soma Cruz has a unique power—the ability to capture and use the souls of his enemy. Each monster in the game has a soul (there are more than 100 creatures), and they all do something different. Collecting souls and using them wisely is the secret to defeating Dracula.

Every time you defeat an enemy, you have a chance to collect its soul. The higher your Luck attribute, the better the chance a soul will appear. You can also purchase a special ring near the end of the game that will make souls appear more often.

Trading Souls

You can exchange souls with another player if each of you has a GBA, a Game Pak and a Game Link Cable. All trades are a straight one-for-one swap. Since you can collect more than one soul from a monster, you can use the extras as trade bait.

The Remarkable Soma Cruz

Soma Cruz has a number of special talents, all of which are listed on the pause screen. He has four talents in addition to the ones on the right. Select Item Use to use items such as potions, Sleep to shut the GBA down temporarily, Config to change options and Enemy to view a list of known foes.

Soul Set

Soma can use three souls at a time—known as a Soul Set. The first soul is usually an offensive weapon (Press Up and A to use), the second a special talent (press R to use), and the third a status-altering ability (equipped automatically).

Equip

There are lots of weapons, armor and accessories in the game. Check out which one gives you the best stats, then press the A Button to equip it.

Ability

You will learn special abilities as you progress through the game. Some of them are automatic, but you must trigger others with button combos. You can turn abilities off, but there's no reason to do so.

What a Lovely Castle You Have, Count

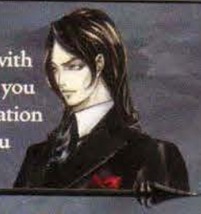
The map below is Dracula's Castle. The light blue portions are areas that we're covering in the walk-through; the dark blue portions are areas further into the game. We've called out potions, weapons and all amounts of money $500 or higher.

MAP KEY
SAVE POINT — WARP POINT

Castle Corridor

The first boss is a huge skeleton known as the Creaking Skull. It's not so tough, but you'll want to gain a couple of experience levels before you take it on.

1 Meet Genya Arikado



Genya Arikado is a grumpy young man with incredible powers who will grill you when you arrive at the castle. After the initial conversation (during which you'll get your first soul), you won't see him again for a long while.

2 You Shall Find Me a Grave Keeper Man

Head straight down the first corridor, taking out zombies as you go. When you go through a door, walk down the stairs and jump across the water to a small platform. Hit the decorative statue in the middle of the platform to learn the Grave Keeper ability—which lets you backdash by pressing L.

3 The Safe Room

If you keep heading right, you will encounter a save point. Save points are the only places where you can save your game, and they also restore all missing health and magic. Seek them out and use them often—it's the only way to restore health aside from using expensive potions.

Helpful Tactical Souls

The blue boxes in the article indicate souls that Nintendo Power found to be particularly helpful. Of course, you can use any soul you have.

Merman

Fires a water pistol that damages monsters

Axe Armor

Throws axes at enemies

4 Creaking Skull LEVEL 4 RECOMMENDED

Rush in and attack the head of the Creaking Skull. When it raises its arm, get back so it doesn't hit you with a bone club. The Axe Armor and Flying Skeleton souls will let you attack from a distance.

The Chapel

You must learn the Flying Armor ability before you can reach the Manticore. You'll also meet a strange character along the way who is much more than he seems.

5 The Wall Came Tumblin' Down

When you reach the room marked 5 on the map, drop to the bottom of the screen and hit the left-hand wall to reveal a secret passage. Once you get the Peeping Eye soul, you can use it to see breakable walls.

6 Armor Can Fly? Cool!

The Flying Armor is located in a nook at the far end of a water-filled room (head left from the Creaking Skull's lair to reach it). Once you get the Flying Armor, return to the room where the Peeping Eye is and go as far up as you can. When you reach the top of the room, use the Flying Armor to soar to the other side.

Helpful Tactical Souls

Buer

Creates a revolving wall of flame that helps protect you from enemies

Ghost

Summons a spirit that will help you fight evil

Giant Ghost

Provides a protective barrier

Zombie Soldier

Throws hand grenades

7 Dr, Jones, I Presume?

Graham Jones claims to be a missionary of some kind, but no missionary would be caught dead in such a bad suit. You'll see a lot more of Mr. Jones in the future—for now just talk to him and move on.

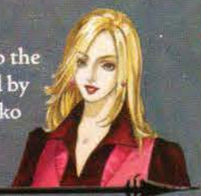
8 Manticore LEVEL 8 RECOMMENDED

The Manticore will attack with multiple weapons, including its nasty tail—fight back with long-distance soul attacks. If it corners you, jump onto a platform and use the Flying Armor to reach the other side of the room.

The Study

There are some great souls inside the Study area of the castle. If you want a particular soul, you can leave a room and come back to make the monster respawn.

9 Meet Yoko Belnades



Yoko is a vampire hunter who has come to the castle to finish off Dracula. Don't be fooled by her good looks and bright pink vest—Yoko is one tough cookie.

10 In the Mouth of Madness

Deep inside the study, you'll find a door shaped like a mouth. It opens only when you have your back to it, so face away from the door and use the Grave Keeper ability (L Button) to dash inside when the mouth is agape. Once you enter, take a moment to find the powerful Whip Sword.

Helpful Tactical Souls

Ectoplasm

Grants you immunity to all curses

Fleaman

Hops around madly, damaging any enemy it touches

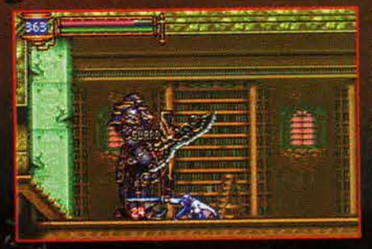
Catoblepas

Breathes a petrifying cloud into the air

Minotaur

Strength is increased by eight points

11 Great Armor LEVEL 12 RECOMMENDED

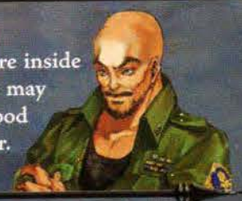


To attack the Great Armor, get right next to it and crouch, then start attacking. When it stabs with its sword, the weapon will fly harmlessly over your head. Just don't let it step on you.

The Dance Hall

There's a lot of jumping to do in the dance hall, so put on your best shoes. If you want to go soul hunting, try to get a Ghost Dancer soul—it will increase your Luck by four and make it a little easier to find souls.

12 Meet Hammer



Hammer has decided to open a store inside an abandoned castle. Although he may not have business savvy, he's a good source of weapons, items and armor. The store is at the castle entrance.

Get the Malphas

The Malphas has a fancy name, but it's essentially a double jump. Once you get it, you can press the A Button to jump, then press it again in midair to jump even higher. It will let you access multiple areas that were unreachable before.

Helpful Tactical Souls

Wooden Golem

Magic Point recovery rate is increased

Nemesis

Makes you invisible to nearly all enemies with a cloaking shield

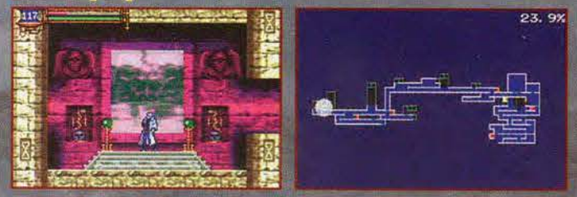
Creaking Skull

Attacks enemies from the rear

Evil Butcher

Throws sharpened butcher knives

13 Warp Speed



The double jump will allow you to reach a warp point inside the dance hall. You can use warp points (there are a total of eight in the game) to move from one part of the castle to another. Press Up while standing under the picture to activate a warp.

14 Hammer Knocks Out High Prices!

On your first trip to Hammer's shop, buy Castle Map 2, potions, Mind-Ups and any weapons or armor that you want. You can sell your own gear, but hang on to weapons that have unique swing patterns (such as the hammer) so you can break walls above and below you.

15 Meet J

A mysterious man named J has been roaming the halls of Dracula's castle for some time. He has no memory and only a vague idea of his purpose in life, but he will become very important later in your quest.

16 Big Golem LEVEL 15 RECOMMENDED

The best way to take down a Big Golem is by attacking its feet. Jump back when it swings its arm at you, and watch out for rocks from its mouth. The Valkyrie is a great soul to use in the battle.

The Inner Quarters

The inner quarters are fairly small, but you'll have to survive a tricky boss battle at the end of the road. Visit Hammer's shop and stock up on potions if the Big Golem fight demanded most of yours.

17 Blazing Skeletons

The Skeleton Blaze is inside a room at the bottom portion of the Inner Quarters. The ability lets you perform a sliding kick that is great for taking out ground-based enemies and slipping through tight spaces—such as the entrance to the Inner Quarters. Press Down and A to use it.

18 Headhunter LEVEL 20 RECOMMENDED

The Headhunter has three forms, and the last one is the toughest. Take it out with weapons and souls that let you keep your distance, as the creature is deadly in close combat.

Floating Gardens/Clock Tower

Death comes for thee! The old robed one is waiting for you at the top of the clock tower, so grab your favorite souls and get cracking.

19 Walk on the Ocean

The Undine, a soul that lets you walk on the water's surface, is located near the very top of the castle (almost directly above the room where you battled the Headhunter). You must equip the Undine as part of your Soul Set to access certain areas of the castle.

20 Highway Robery

Return to a warp point and go back to Hammer's shop to stock up on supplies, then go to the point marked 20 on the map to get the Elfin Robe. It's the best armor available until later in the game.

Helpful Tactical Souls

Manticore — Transforms into a magical beast that rushes at enemies

Valkyrie — Slashes enemies with its sword

Disc Armor — Shreds enemies to bits with a spinning disc

Cockatrice — Fires a beam of petrification

Bomber Armor — Attacks with an astounding amount of destructive power

Kyoma Demon — Gives you temporary invincibility

Mandragora — Kills enemies with a scream

Ripper — Stabs enemies with a blood-soaked knife

Medusa Head — Gives you the ability to stop a jump in midair

21 Green Thumbs

You'll have to use the Undine and your double jump to reach the floating gardens. Once you're there, go through the door marked 22 to reach the floating rooms at the north end of the castle.

22 Clockwork

There are five floating rooms that aren't connected to the castle. They have a door at either end, and you'll reach new areas depending on your path. Go through right-hand doors until you reach a save point, then go through left-hand doors to continue toward your battle with Death.

23 Meet Graham Jones. Again.

Graham is back, and he's getting crazier by the moment. He'll give you a nickel's worth of free advice and then decide that it's time to head for the throne room. Leave him be—you'll battle soon enough.

24 Yoko? Oh no!

Yoko feels that it's time to take the battle directly to Graham. You won't be able to talk her out of it, so let her go and head for Death instead.

25 Death LEVEL 25 RECOMMENDED NP

The battle is in two stages. In the first you must attack Death's scythe. Hit the small scythes it sends out, and run when Death starts to call blue beams from the sky. In the second stage you must attack Death directly. The Valkyrie, Headhunter and Buer souls are all great ones to use.

Children of the Night

After defeating Death, you will be almost exactly halfway through the game. Don't just blast through the rest of it; take your time to find all the hidden items, weapons and souls. And keep a close eye out for two very special items—a sword known as the Claimh Solais and a ring called the Rare Ring. Both will make your soul collecting much easier.

Castlevania: Lament of Innocence

In an era long past, as monarchies weakened, local feudal lords grew in power. The first knights simply protected their lords' domains. However, with the reforms of the late 11th century, knights became the protectors of the peace. They valued courage and honor, fighting heretics and heathens in God's name.

In this age, one company of knights was said to be invincible due to two men:

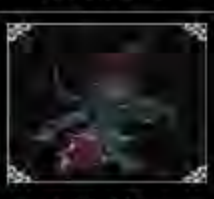
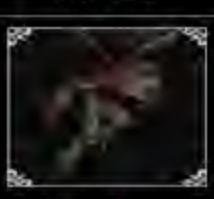
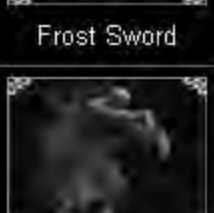
Leon Belmont, a courageous man who feared nothing and whose combat abilities were second to none, and Mathias Cronqvist, a genius tactician, whose learning made him an exception in a largely illiterate society. They trusted each other completely, and they were bound by an old friendship. However, sorrow awaited Mathias upon his return from a victorious campaign. It was news of the sudden death of his beloved wife, Elisabetha. Mathias' grief was profound and he became bedridden. A year has passed since then. Thanks to Leon's efforts, their company remains proudly undefeated. However, a mysterious army of monsters suddenly appears in Leon's domain. The Crusades are raging in the East, and since the Church is focusing on fighting heathens rather than monsters, it has forbidden unauthorized battles. Leon wants permission to sortie, but the Church has no intention of granting it. One night, Mathias struggles from his sickbed and tells Leon that the appearance of the monsters is tied to a vampire, who has a castle in the Forest, called Eternal Night, and that Leon's betrothed, Sara, has been kidnapped and brought to that castle. Leon realizes that he must renounce his title to rescue his beloved. The forest is swollen with darkness, as if it would rob away everything, and only moonlight provides a ray of hope. A great legend is about to begin.

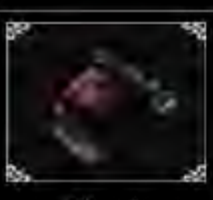
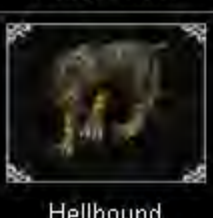
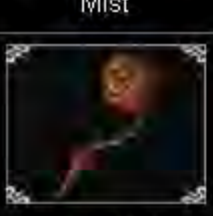
Released on October 21st, 2003 for the Sony PlayStation 2, Castlevania: Lament of Innocence is the tale of the beginnings of two powerful forces. First the Belmont clan, who go on to become well known vampire slayers setting out to rid the world of all darkness, and second, the evil force known as Dracula, who wreaks havoc on the innocent for many centuries to come. Lament of Innocence takes place in the year 1094, making it one of the earliest games in the Castlevania franchise, setting the story for the formation of the ongoing Belmont vs. Dracula battle. Since Mathias is bedridden, Leon sets out alone to the place known as Eternal Night in order to save Sara. On his historic journey he meets Rinaldo Gandolfi, who provides him a Whip of Alchemy to use in battle, and also acts as a merchant, buying and selling various goods. Leon encounters many dark, fierce creatures who live among the night and serve their master, Walter Bernhard. Some of the darkest include Medusa, who turns her prey to stone with a simple glare from her eyes, Succubus, who can take the shape of any being, and Joachim Armster, a vampire who is being held prisoner in the castle, and wants revenge against Walter. Joachim also has very important information to provide, but it comes at a price, one which nearly costs Leon his life.

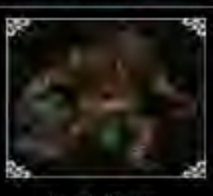
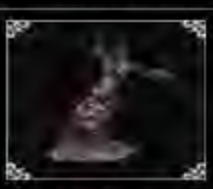
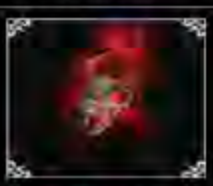
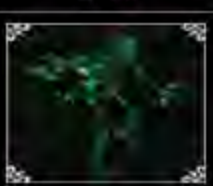
It was inevitable that Konami would attempt to bring Castlevania back into the 3D realm after the disastrous games they made for the N64. Castlevania: Lament of Innocence was the first try since those failures, but this time it was done much better. The game seems to have been inspired by Capcom's Devil May Cry, which itself was inspired by the Castlevania series.

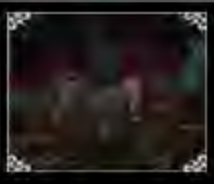
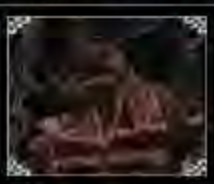
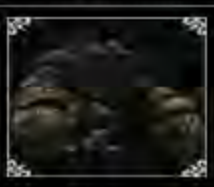
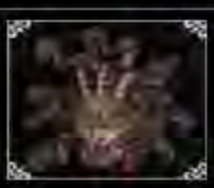
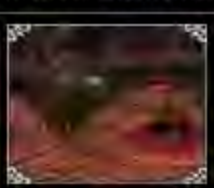
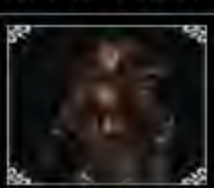
Lament of Innocence has a simple format to many of the areas Leon enters within the castle. You enter and get locked in, do battle with some vicious monsters, and even a boss, then when the area or room is clear, the door unlocks and you move on. Along the way you are able to travel through different rooms and corridors, uncovering several secrets, along with many dangers that await you within the depths of the castle. The graphics turned out well in most areas of the game. The monsters look good, and playing them in 3D format gives you a better idea of how these enemies attack, and also provides you with a stronger sense of urgency to defeat them, including some of the horrific bosses you encounter. The soundtrack is amazing, and some of the tracks are very intense and fit well with the challenges Leon faces throughout his quest. Like a traditional Castlevania game, Lament of Innocence contains many of the standard sub-weapons, but the real surprise is the damage that can be done with Leon's whip, and how realistic it seems. Leon can also use his whip to latch onto horizontal poles and propel himself forward. Playing Lament of Innocence takes getting used to for the fans who prefer the 2D Symphony of the Night style games, however it is well worth the try as this game delivers in both the action and suspense categories, as well as its excellent storyline. Castlevania: Lament of Innocence was a groundbreaking game in the franchise, it helped transition the series into the 3D world while still allowing Konami to release the 2D games for other systems like the DS and Game Boy Advance, thus giving the Castlevania fan a choice. While Lament of Innocence had some faults, such as an occasional bad camera angle, overall it was a very successful release which paved the way for future 3D Castlevania games like Curse of Darkness and Lords of Shadow.

 Leon Belmont	The earliest known member of the historic Belmont clan. Leon is a Baron who does battle against Heretics for the Church. After his fiancé Sara is kidnapped by Walter Bernhard, Leon sets out on a journey to rescue her, and in doing so has no choice but to give up his title as a Baron since the Church will not allow him to fight a vampire.
 Joachim Armster	Joachim is a vampire who is planning revenge against Walter Bernhard. Joachim promises to tell Leon of the Ebony Stone, which Walter uses to aid in battles, only if Leon can defeat him. Joachim can also become a playable character for a second quest.
 Sara Trantoul	Leon's beloved Sara was kidnapped by monsters and taken to Walter's castle. Leon's journey is to rescue Sara, but what he must do in order save her soul may come as a shock.
 Rinaldo Gandolfi	Leon meets Rinaldo at the beginning of the game. He gives Leon advice throughout his quest and also acts as a shopkeeper, selling many desired goods.
 Elizabetha Cronqvist	Mathias' wife Elizabetha died from an illness while he was on an expedition. She was a kind and noble woman, and Mathias blames God for his loss, and now wants revenge against his maker.
 Mathias Cronqvist	Mathias was grief stricken and bedridden after Elizabetha's death, and Leon was forced to continue his campaigns without his friend. When Sara Trantoul was kidnapped, Mathias told him that it was the doing of a vampire who had a castle in the east. But just how true and honest are Mathias' intentions?
 Medusa	Medusa proudly displays her collection of men she has turned to stone, and threatens to bring the same fate upon Leon.
 Succubus	After fooling Leon in thinking she was Sara, Succubus shows her true evil form, and the 2 have an epic battle.
 Walter Bernhard	The master of the castle, Leon is after Walter Bernhard in order to attempt to save Sara. However little does Leon know, is that Walter will not be his final battle on his quest.
 Death	After defeating Walter, Leon must them do battle with Death. But even in defeating Death, is that really the end of this evil being? Or is it the beginning of pure evil which will curse humans for years to come?

Enemy	Description	HP	Dropped Items	Location
Armor Knight	An armored knight that wields a shield	180	Ruby	Anti-Soul Mysteries Lab, Garden Forgotten By Time, Dark Palace of Waterfalls, Ghostly Theater
Astral Fighter	A Skeleton Fighter that teleports using the Astral Plane	80	Potion	House of Sacred Remains
Astral Knight	A Skeleton Knight that teleports using the Astral Plane	80	Potion	Ghostly Theater
Astral Warrior	A Skeleton Warrior that teleports using the Astral Plane	80	Potion	Anti-Soul Mysteries Lab, Garden Forgotten By Time
Axe Armor	An armored knight that wields a giant axe	160	Zircon	Anti-Soul Mysteries Lab, Garden Forgotten By Time, Dark Palace of Waterfalls, Ghostly Theater
Axe Knight	An Axe Armor that throws its axe like a boomerang	250	Opal	Anti-Soul Mysteries Lab, Garden Forgotten By Time, Ghostly Theater, Pagoda of the Misty Moon
Bat	A bat serving under the control of a vampire	1	None	Garden Forgotten By Time, House of Sacred Remains
Buckbaird	An evil eye that gazes from the darkness	66	None	Garden Forgotten By Time, House of Sacred Remains, Ghostly Theater
Chaos Sword	A sword that possesses all elemental properties and attacks as it changes	150	None	Pagoda of the Misty Moon
Cyclops	A one-eyed giant. It brandishes a big club	400	Piko Piko Hammer	Dark Palace of Waterfalls, Ghostly Theater
Death Reaper	A Flea Man that has awakened to the pleasure of tearing apart humans	100	Heart Repair, Piyo Piyo Shoes	Pagoda of the Misty Moon
Dullahan	A headless armored knight. It wanders in search of its lost head	250	None	Pagoda of the Misty Moon
Evil Stabber	The elite zombies among the Mad Divers that have inherited their evil nature	200	Assassin Necklace	Garden Forgotten By Time
Evil Sword	A sword possessed by an evil spirit. It cuts through anything and everything	34	None	House of Sacred Remains
Executioner	In life, he chopped off the heads of thousands of innocent convicted men	350	Cleric's Ring	House of Sacred Remains, Pagoda of the Misty Moon
 Fish Man	A blue merman that attacks by spewing ice	84	Small Meat	Dark Palace of Waterfalls
 Flame Demon	A demon that wields the fires of Hell	200	None	Anti-Soul Mysteries Lab, Pagoda of the Misty Moon
Flame Sword	An Evil Sword that possesses the elemental properties of fire	80	None	Anti-Soul Mysteries Lab
Flame Zombie	A zombie born from a fire victim. It emits flames from its body	50	None	Anti-Soul Mysteries Lab
Flea Man	A humanoid monster that hops in any and all directions	10	Heart Repair, Tomato Juice	House of Sacred Remains, Dark Palace of Waterfalls
Frost Demon	A demon that wields absolute cold	200	None	Dark Palace of Waterfalls
Frost Sword	An Evil Sword that possesses the elemental properties of ice	80	None	Dark Palace of Waterfalls
 Frost Zombie	Zombie born of a corpse that froze to death. It is cloaked in cold	50	None	Anti-Soul Mysteries Lab

Enemy	Description	HP	Dropped Items	Location
Gaap	The embodiment of hatred from the West	180	None	Pagoda of the Misty Moon
Gargoyle	A monster with wings, red eyes, and a hide as hard as stone	84	Heart Repair, Perseus' Ring	Garden Forgotten By Time, Pagoda of the Misty Moon
 Ghost	A vengeful spirit that died with unresolved grudges	66	None	Garden Forgotten By Time, Ghostly Theater
Ghost Knight	The ghost of a knight that died still holding on to grudges	50	None	Anti-Soul Mysteries Lab
Ghost Soldier	The ghost of a soldier that died in vain	50	None	Ghostly Theater
Ghost Warrior	The ghost of a warrior that died in a sneak attack	50	None	House of Sacred Remains
Golden Knight	A soldier with special armor that only takes damage from magical attacks	60	None	Castle Entrance
Hanged Man	The zombie of a man who died by hanging	180	Coin of Happiness	Anti-Soul Mysteries Lab, Ghostly Theater, Pagoda of the Misty Moon
Heavy Armor	A cavalry soldier that wields a giant steel mace	200	Sapphire, Qigong Belt	House of Sacred Remains, Dark Palace of Waterfalls
 Hellhound	A dog that breathes red hot flames	80	None	Anti-Soul Mysteries Lab
Lesser Demon	A demon under Walter's control	200	None	Pagoda of the Misty Moon
Lizard Knight	A high-ranking Lizard Man adorned with armor	300	Talisman	Pagoda of the Misty Moon
Lizard Man	A Lizard Man that spews a deadly poison	140	Serum, Anti-Poison Ring	Dark Palace of Waterfalls
Mad Diver	A zombie with long claws that travels freely underground	120	None	Anti-Soul Mysteries Lab
Maggot	A maggot that devours Forgotten Ones	45	None	Prison of Eternal Torture
Man-Eating Plant	An insectivorous plant that acquired a taste for men	200	None	Garden Forgotten By Time
Merman	A red merman that attacks by spewing fire	120	Small Meat, Sushi	Dark Palace of Waterfalls
Mirage Skeleton	A skeleton that uses illusions of self to protect itself	500	Invincible Jar	Pagoda of the Misty Moon
Mist	A mist that swallows up the living	60	None	Garden Forgotten By Time
 Peeping Eye	An eyeball monsters born from a person who once peeped in life	50	None	Anti-Soul Mysteries Lab, House of Sacred Remains
Phantom	A monster that dons the aura of darkness and cannot be seen by the naked eye	400	Crystal Skull	Pagoda of the Misty Moon
Poison Lizard	A Lizard Man that spews a deadly poison	140	Serum, Anti-Poison Ring	Garden Forgotten By Time
Poison Zombie	A zombie that spews a deadly poison that can rot flesh on contact	50	Serum	Garden Forgotten By Time, House of Sacred Remains

Enemy	Description	HP	Dropped Items	Location
 Red Ogre	A red demon with horns	400	None	Anti-Soul Mysteries Lab, Ghostly Theater
Red Skeleton	A blood red skeleton. Always returns to life	50	None	Anti-Soul Mysteries Lab, Garden Forgotten By Time, House of Sacred Remains, Dark Palace of Waterfalls
Rune Spirit	A spirit born from the hatred of animals massacred by humans	50	None	House of Sacred Remains, Dark Palace of Waterfalls
Shadow Wolf	A wolf, black as shadow	100	None	Garden Forgotten By Time, Ghostly Theater
Skeleton	A human skeleton animated by magic	56	Potion	Castle Entrance, Anti-Soul Mysteries Lab, Garden Forgotten By Time, House of Sacred Remains, Dark Palace of Waterfalls, Ghostly Theater
Skeleton Archer	A skeleton equipped with a bow and arrow	30	Potion, 1000 G	House of Sacred Remains, Ghostly Theater
Skeleton Flower	A flower made of bones. Spews a deadly poison	150	Serum	Anti-Soul Mysteries Lab, Garden Forgotten By Time
Skeleton Hunter	An elite Skeleton Archer. Has excellent accuracy	60	None	House of Sacred Remains, Ghostly Theater
Skeleton Knight	The bleached bones of a dead knight. Attacks under the power of magic	100	Potion	House of Sacred Remains
Skeleton Soldier	The bleached bones of a dead soldier. Wanders in search of enemies	56	None	Garden Forgotten By Time, Dark Palace of Waterfalls
Skeleton Swordman	A skeleton that brandishes a broad sword	80	None	Anti-Soul Mysteries Lab, Garden Forgotten By Time, House of Sacred Remains, Dark Palace of Waterfalls
Skeleton Warrior	The bones of a warrior animated by magic. Persistently returns to life	90	Magnetic Necklace	Ghostly Theater
 Soulless	A soulless human brought into being by an Undead Parasite	30	None	House of Sacred Remains
Soulless	A soulless human brought into being by an Undead Parasite	30	None	House of Sacred Remains
Spartacus	The bones of a swordsman of the Roman Era. As skilled with the sword as he was in life	250	High Potion, Member Plate	House of Sacred Remains, Pagoda of the Misty Moon
 Spirit	An evil spirit that sucks up people's life energy	30	None	Garden Forgotten By Time, Ghostly Theater
 Storm Skeleton	The bones of a person who died in a storm. Comes apart and attacks in pieces	60	None	Garden Forgotten By Time
Thunder Demon	A demon that wields the thunder that rolls in the heavens	200	None	Garden Forgotten By Time
Thunder Sword	An Evil Sword that possesses the elemental properties of lightning	80	None	Garden Forgotten By Time
Vassago	An evil spirit said to be summoned by those who seek knowledge	66	None	House of Sacred Remains, Dark Palace of Waterfalls
Wolf Skeleton	A wolf's skeleton animated by magic	80	None	House of Sacred Remains
Zombie	A freshly buried corpse animated by magic	50	None	House of Sacred Remains, Ghostly Theater

Boss	Description	HP	Location
 Death	A being that hunts souls. Loyal to the master of the crimson stone	4444	Pagoda of the Misty Moon
Doppelganger	A monster that looks like Leon. The weapons are not perfect copies	1000	Dark Palace of Waterfalls
Doppelganger 2	A Doppelganger that is only a copy of Leon's appearance and fights with it fists	1000	Pagoda of the Misty Moon (mid boss)
Flame Elemental	A knight surrounded by red hot flames	1500	Anti-Soul Mysteries Lab (mid boss)
 Forgotten One	A man-made monster, eternally sealed away due to an enormous uncontrollable power	14400	Prison of Eternal Torture
Frost Elemental	A knight that harnesses arctic chill	1500	Dark Palace of Waterfalls (mid boss)
 Golem	A man-made monster made of stone	1500	Anti-Soul Mysteries Lab
Joachim Armster	He was turned into a vampire by Walter, and imprisoned because he rebelled	1500	Dark Palace of Waterfalls
 Medusa	A legendary monster whose gaze can turn people to stone	2000	Garden Forgotten By Time
Succubus	A monster that sucks up a person's essence by taking advantage of their feelings	1000	Ghostly Theatre
Thunder Elemental	A knight surrounded by lightning who unleashes flashes of light	1500	Garden Forgotten By Time (mid boss)
 Undead Parasite	Undead infested by parasites from working on constructing the filthy Great Shrine	1200	House of Sacred Remains
 Walter Bernhard	The vampire beloved by the eternal night. Master of the castle	1500	Pagoda of the Misty Moon

CASTLEVANIA REVAMPED

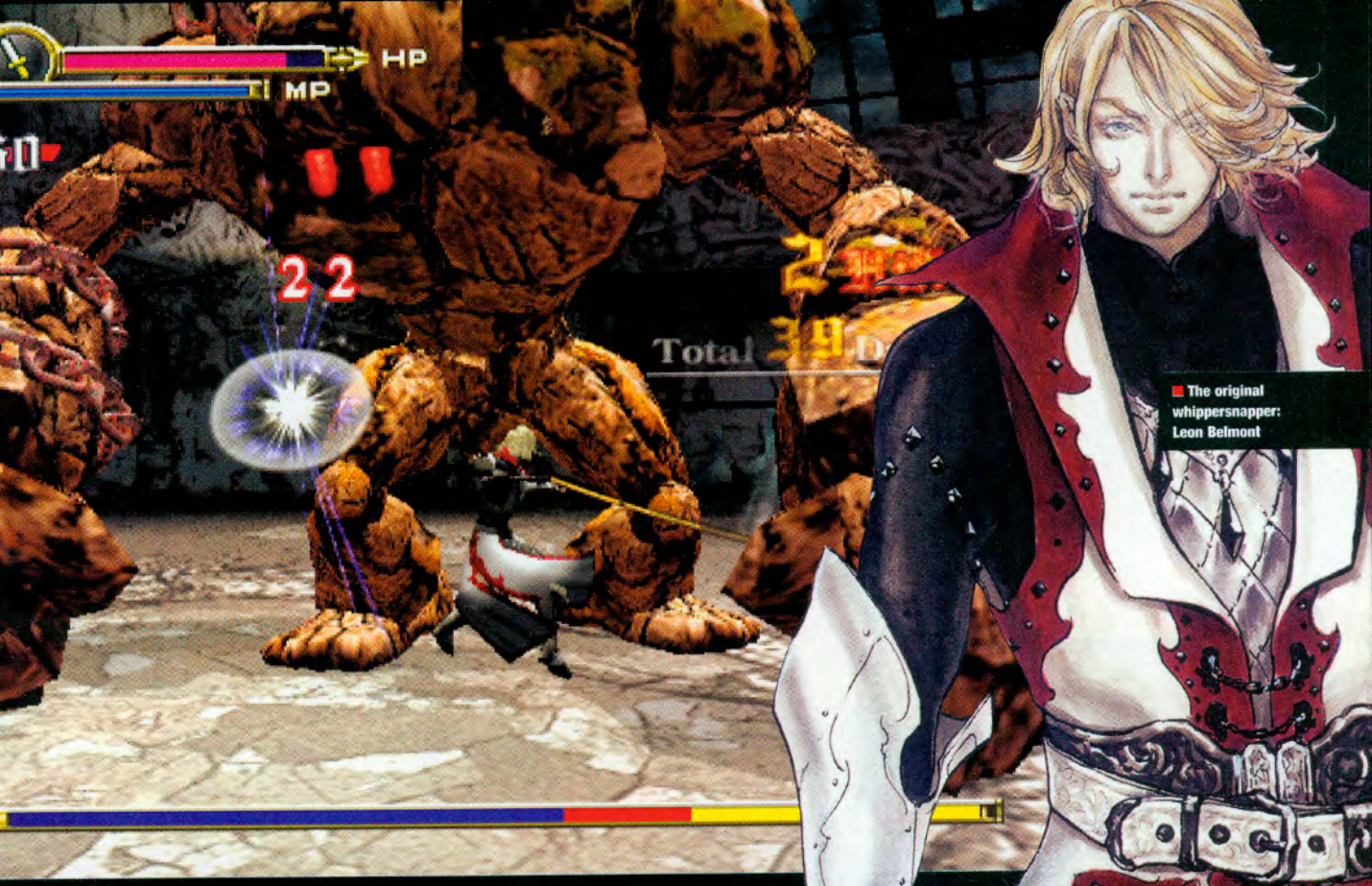
Konami digs straight to the roots to rebuild this classic series for its PlayStation 2 debut

Artwork by Charles Ernst

By Shane Bettenhausen

Its halls are drafty, its walls could use industrial-strength spackle, and its basement is infested with acid-spitting mermen, but 17 years after its bloody groundbreaking ceremony, Castlevania is still home sweet home to hardcore gamers. Certainly, the ultra-Goth skyscraping castle at the center of the *Castlevania* series has had its share of renovations. History looks kindly on the successful refits (the infusion of role-playing elements into *Symphony of the Night* for PlayStation) and longs to forget the gaudy decorating missteps (the clunky 3D *Castlevanias* for Nintendo 64). But overall, the series has weathered the years in fine form, considering how many Belmont boys—*Castlevania*'s lineage of whip-cracking heroes—have crumbled its castle to rubble.

But that sturdy legacy also presents a homeowner's headache for developer Konami. Current gamers who weren't around for the series' classic installments may not get its old-school appeal, and its convoluted chronology—boss villain Dracula has come back from the dead enough times to make Cher jealous—is bound to baffle even longtime fans. If *Castlevania* is to lure in a new generation, change is in order. *Castlevania: Lament of Innocence*, due exclusively for PlayStation 2 in November, seeks to suck in new-blood gamers by tossing out the series' heavily marked-up blueprints. *Lament* unleashes a new beginning—a new hero, a story line that finally explains the genesis of Dracula, and a revolutionary 3D reworking of the series' gameplay.



■ The original whippersnapper: Leon Belmont

Your first bite

"It's funny how there are vampire myths all over Europe and Southeast Asia, yet the only story people seem to remember is Dracula," says Koji Igarashi—he'd rather you call him "Iga"—the producer who holds the keys to *Castlevania*. (He's been involved with the series since *Symphony of the Night*.) Tall, pale, and clad entirely in black, Iga would make a fine Dracula in a monster flick. Well, a Japanese Dracula, anyway. It makes us wonder if there's more to his "vampire myths all over Southeast Asia" comment than he's letting on. (Our hands cover our throats a few times during our interview with Iga at Konami's Tokyo HQ.) The man holds an interest in the macabre that extends far beyond the games he designs—he's genuinely intrigued by the world of the undead—and that makes him perfectly suited for the task of re-imagining the rusty Belmont-whips-Drac mythos. "I love the world of Dracula," says Iga, "and I want to debut on the PS2 very dramatically by making this the best *Castlevania* ever."

One of Iga's first steps for his latest *Castlevania* was to devise a new setting within the series' already overstuffed timeline. "It's hard to fit in new games, since Dracula is only supposed to revive every 100 years.... We're out of possible centuries," he says. "Also, in the previous games, the Belmont clan and Dracula are already established—you never really know why they keep fighting." Rather than attempting to squeeze in yet another vampiric rebirth of the stock characters, Iga has chosen to tell the origin of the entire franchise. "In *Lament of Innocence*, I want to explain

"I want to debut on the PS2 very dramatically by making this the best *Castlevania* ever."

—Castlevania *Producer Koji Igarashi*

■ Leon's confrontation with Drac (right) unfolds in a slick real-time cinema...with lots of styling products. One of Leon's whip combos (far right) flicks foes into the air for juggle combos.

Sure, it'll put you in fanciful snakeskin suits for decades, Leon, but the People for the Ethical Treatment of Minibosses won't like what you're doing to poor Medusa.

where my Dracula came from and why the Belmonts became vampire hunters," he tells us. So, the game is set in the 11th century—a full 500 years before the earliest of the already-chronicled *Castlevania* events—when Dracula first becomes a vampire.

Leon Belmont stars as *Lament*'s pretty-boy hero and progenitor of the famous clan. Unlike past whip-toting Belmonts, he's no random stud in leather shorts; rather, he's a knight in the service of a local baron, so he's actually a well-respected, upstanding chap. His happiness heads south, however, when a creepy beast kidnaps his fiancée, a demure cutie named Sara. Before he can rescue his intended, Leon must get permission from the Church—but the clergy's too busy waging the Crusades to look into the matter. So Leon turns in his sword, gives up his rank, and thumbs his nose at their indifference.

As he follows the beast's trail to the cheery-sounding Dark Woods, he runs into Rinaldo Gandolfi, a crusty alchemist with a soft spot for helping young heroes ('cause he used to be a vampire hunter himself). He hands over his trusty whip to Leon, and the adventure begins. "When Leon goes after Sara, he has no foreknowledge of Dracula or the monster that took his girl," says Iga. "He just goes in to save her, and his destiny is waiting for him in the castle."

"I seriously feel like I've looked at every 3D game ever made."

—Castlevania *Producer Koji Igarashi, on his research for* Lament

Blood simple

"What I care about is bringing in just enough story, not to overwhelm or spoil the action," Iga explains. "The story must serve to elevate the experience." So, once the cinematic opening does its thing, the game gets down to business, and you, as Leon, embark on your whipping frenzy in Dracula's abode. And if you thought the 11th-century backstory drew new blood from the series, steady yourself—the radically rethought gameplay taps an even greater vein of inspiration.

First and foremost, *Lament of Innocence* completely reworks the series' traditional 2D side-scrolling gameplay into 3D. And while it's not the first *Castlevania* attempted in *tres dimensiones*, it

cool fusion

MAGIC ORBS PUMP UP YOUR SUBWEAPONS

Like his many Belmont descendants, Leon tosses a mean flask of holy water. He also finds daggers, axes, crosses, and crystals (an all-new item that works like a land mine) as he explores the castle. Heaving these handy pickups at foes is fun, but souping them up with magic is even better. As in *Castlevania: Harmony of Dissonance* (GBA), you can imbue each subweapon in *Lament* with seven different effects by combining them with Red, Blue, Yellow, Green, White, Black, and Purple Orbs.

Each of the 35 possible Orb-weapon combos offers a powerful, screen-searing attack. Among the jaw-dropping ones we witnessed: a flying dragon made of daggers that swirls across the screen and trounces enemies; a duo of massive ax blades that orbit Leon, providing powerful defense; and a massive crucifix of light that obliterates all onscreen foes.

beyond castlevania

ACTUAL (NO, REALLY) IDEAS FOR FUTURE SERIES INSTALLMENTS

Castlevania mastermind Koji Igarashi has a stockpile of game concepts lurking in his coffinlike mind. Ask him the right questions (or offer him the right beverages) and they start spewing out like mad. We can't guarantee that any of these ideas will come to fruition, but we've concocted some illustrative screenshots just in case. Note: We did not make these game concepts up. Honest.

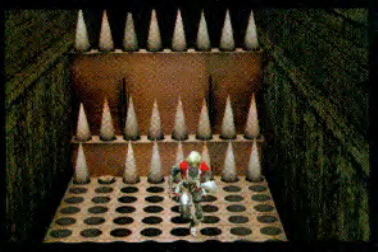
CASTLEVIRUS

"Imagine a cyber *Castlevania* world in which Dracula is a computer virus and Belmont is the virtual vaccine who must defeat him," says Iga. Our response to this way-out-there futuristic idea? "Whoa."

BLAXPLOVANIA

"I really enjoyed the vampire movie *Blade*," says Iga. "So, if the game took place in modern times, maybe a black guy could be the hero of *Castlevania*." Picture a game mixing all the wicked undead monsters we love with a dose of urban flava. Hell, it would have to be better than the anemic *Blade II* for PS2 and Xbox that crawled to store shelves last year.

Continued on page 100



Leon prepares to flip the hell out of this switch.

Leon's distressed damsel: Sara Trantoul

is the first one Konami has done right, Iga adamantly believes. "There are many problems with the N64 *Castlevanias*," he says, "the biggest being that it just isn't fun to control your character." While he and his team had no involvement with those games, they've studied them closely as examples of what *not* to do while making theirs.

Gameplay research wasn't limited to games within the *Castlevania* family. "I seriously feel like I've looked at every 3D game ever made," says Iga, laughing. "Perfecting the camera is the most difficult aspect. In a 2D game, it's easy to see the distance between your character and an enemy. But in 3D, it's tough to display the distance properly because the camera is always changing." He made the decision to eschew the admittedly cool-looking cinematic camera style of Capcom's *Devil May Cry* (PS2) in favor of a fixed overhead camera that swoops and pans only in areas with no combat. The end result is a perspective similar to that of the novel PS2 adventure *Ico*; you'll never be surprised by a confusing angle shift while you're in the thick of skeleton-whipping action.

And whip you will—prepare to lash out at a massive legion of 70-plus beasties. *Lament* abandons the RPG-tinged swordplay of *Symphony of the Night* in favor of classic whipping action. Although you'll find subweapons, armor, Relics, and other items during your quest, the whip is the only weapon Leon wields. However, your trusty leather lash changes as you progress. "The alchemist eventually powers up the whip into the legendary Vampire Killer," explains Iga, "and you can also change the whip's properties by applying magic like Flame or Frost." Oh, and it's handy in peacetime situations, too: Use it to swing between

better, stronger, faster

NEW RELICS BRING BIONICS TO THE MIDDLE AGES

Leon sparkles with the magically delicious healing power of Stardust.

Blistering spell-fusion attacks provide the meat of your offensive capabilities, but Leon has a few supernatural powers up his sleeve, too: He finds some legendary Magic Relics stowed away in Drac's castle. The catch? Leon can't use these skill boosters right away. "Guys like Alucard and Dracula can use magical Relics because they're not human," explains Konami's Iga. "The alchemist performs some enhancements to Leon's left arm so he can use them, too." A bionic vampire hunter from a millennium ago? That's why we love videogames. You'll find 10 Relics in all, and we give you a peek at five of them:

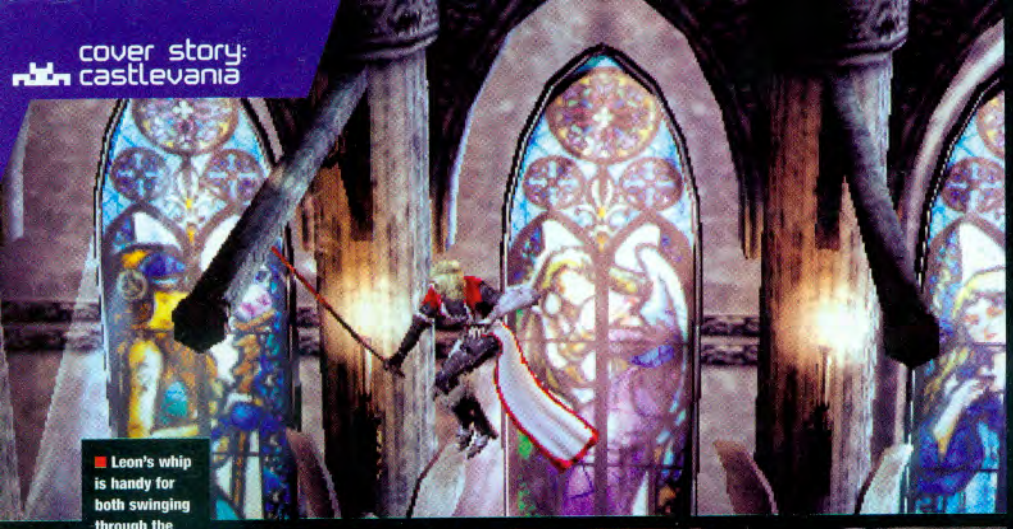
LEG OF THE WOLF—Equip this severed lupine appendage to give Leon superhuman speed. "There are places in the castle that are only accessible when you use this magic," explains Iga.

STARDUST—Turn on this fantastical fairy powder to regenerate your health. Handy during boss encounters, but it wastes away your Magic meter.

INVINCIBILITY POT—Remember the jug you'd pick up to become invincible for a few seconds in the original NES *Castlevania*? It's back, in Relic form. And boy, does it use up Magic points like crazy.

LUCIFER'S SWORD—This demonic Relic transforms Leon's body into a human Ginsu. Hurl yourself at enemies to cut like a knife.

SVAROG STATUE—While holding this mysterious idol statue, Leon leaves a trail of fire in his wake that damages enemies if they touch it.



Leon's whip is handy for both swinging through the belfry (above) and smiting foes (below).

digging too deep

EMBARRASSING MOMENTS IN CASTLEVANIA HISTORY

THE HAUNTED CASTLE AD

It's amazing how much the image of *Castlevania* has changed over the years. Now, we have lush paintings of dapper heroes advertising the games, but back in 1988, Konami hawked the *Haunted Castle* arcade game with this ad. And you wonder why you've never heard of it.

platforms or to pull Leon up onto a high ledge.

The shift away from *Symphony*'s stat-building and role-playing elements means *Lament* doesn't dish out experience points. Although Iga is eager to draw new players to the series, he feels the level-up system might have made the game too easy. "In *Symphony*, less-skilled players can level up until they're able to progress," he says. "It's a drawback for skilled gamers who find the game too easy as they gain levels." Now, talented players will be challenged throughout, and weaker players must explore every nook and cranny of the castle to find power-ups and healing items.

Teeth sunk in

So, we have the remarkably stylish Leon Belmont on a quest to save his beloved, armed with his whip and exploring a dangerous castle in full 3D...but what does it actually feel like to play? Damned fun. Even at this early stage, we can tell that painstaking research went into perfecting the gameplay. Movement is swift and tight, Leon double-jumps like a pro from the outset, and the fixed-camera perspective provides a stable view of the onscreen chaos.

Combat also provides monumental thrills. You have two attacks: a weak, speedy Light Attack and a powerful, slow Heavy Attack. Mix them in combos and Leon dishes out a Gothic ass-whupping that's as impressive to watch as it is rewarding to pull off with the controller. But wait, there's more: You can catch groups of vile monsters in your whip's wake to rack up multihit combos. Or bust out a nasty kick between whip licks, side-dash to avoid getting hit, and execute timely parry moves with expert presses of the Block button (each successful block raises your Magic meter). No past *Castlevania* title offers so many ways to crack undead skulls.

Of course, Leon's trek through the castle is

illustrator of the undead

AYAMI KOJIMA GIVES DRAC'S WORLD A WOMAN'S TOUCH

Back when Producer Koji Igarashi was working on *Symphony of the Night* for PS1, he decided *Castlevania* needed an image makeover. "In old *Castlevania* games, you see a macho guy," he tells us, "but the story and character designs were lacking." So Iga sought out a romantic, beautiful art style with which to brand the series. After rummaging through a bookstore looking at cover illustrations, he found his artist: Ayami Kojima. And, yep, the character illustrations you see scattered throughout this cover story are hers. We had a rare opportunity to ask Miss Kojima a few questions about her work on the series, and we quickly discovered that she's full of surprises. You can find the full interview transcript at egmmag.com, but here are four things you might not have guessed about this petite, demure illustrator.

SHE'S ENTIRELY SELF-TAUGHT—That's right, she has no art-school education. In fact, she attributes her success to being unlimited by the conventions of rules and styles. "I think that I'm doing much better than those who went to art school because I just go with my gut feelings," she says.

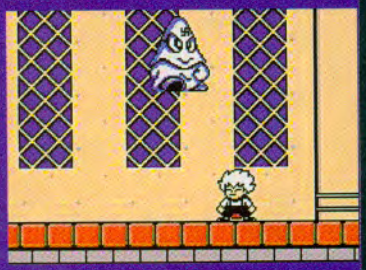
SHE PREFERS OLDER MEN...DRAWING THEM, THAT IS—You might imagine that Kojima revels in drawing the fanciful, effeminate *Castlevania* heroes, but the young guys aren't her favorites. "I love drawing middle-aged guys," Kojima explains. "I really like drawing Count Dracula."

SHE DIGS KUNG FU AND ROBOT COMICS—Kojima prefers violent boys' comics to more girly stuff like *Sailor Moon*. Her favorites include *Fist of the North Star*, *Astro Boy*, and *2001 Nights*. "The themes in girls' comics are too boring," she says. "I wasn't satisfied with those books, so I gravitated to the boys' books for exciting heroes, villains, and action."

SHE'S AS WEIRDED OUT BY COSPLAYERS AS WE ARE—Cosplaying (in which fans dress up as their favorite game or anime characters) is always a little shocking, but Kojima has had encounters with it that hit especially close to home. "I once saw a bunch of guys who looked strangely familiar, and then I realized that they were cosplaying as my characters!" Kojima says. "I was shocked, but flattered, too—I asked if I could take their picture."

digging too deep

EMBARRASSING MOMENTS IN CASTLEVANIA HISTORY



KID DRACULA'S BOSS
In Japan, a zany *Castlevania* offshoot called *Kid Dracula* graced that country's version of the 8-bit NES. How zany? Above, that's Kid Dracula fighting a giant KKK member wearing a swastika-emblazoned hood. Runner-up for weirdest boss: the Statue of Liberty, which attacks by asking questions about America.

more than a berserker barrage of undead whippings. You solve tricky puzzles, locate hidden passageways, and navigate past some malicious traps. We trekked through areas crammed with colossal swinging blades. We trod on floors teeming with deadly spikes. We even experienced a bizarre, speedy challenge Iga calls the castle's "roller coaster." Trust us, you're not ready for it.

Just as in *Symphony of the Night*, the physical castle here isn't a linear progression of stages. Instead, it's a complex labyrinth of rooms and hallways demanding exploration. Five distinct areas comprise the castle: cathedral, laboratory, garden, opera house, and dungeon. But don't take that to mean this game is a mere five-level romp. Each area is massive, with plenty of places to explore and minibosses to conquer, plus a final melee with a titanic boss monster (known as an Elemental Knight). Since this is *Castlevania*, the castle isn't entirely unfamiliar to longtime fans. "I'm not sure gamers will recognize them, but yes, some of the areas are from past games," explains Iga. "But you won't find a clock tower level here, since mechanical clocks weren't invented until the 13th century." Historical accuracy—the calling card of a developer who really gives a damn.

Sandcastlevania

Despite its 2D limitations, *Symphony of the Night* offered fantastic, ornate visuals. Conveying a similar level of Gothic beauty in three dimensions requires a lot of work. *Lament*'s development team is four times larger than *Symphony*'s, and mastering the PS2's proclivities took the group some time. "Designing a game is like building a sand castle," says Iga. "You'll build it all up, but when you come back later, it's collapsed and you have to start over from scratch." So, despite working for more than two years on *Symphony*, Iga and his team abandoned everything they'd created to start again on the PS2.

Though the graphics are crucial, it's still the gameplay that's integral to the *Castlevania* experience. So, before any regal rooms were mapped out, Iga focused on a barren engine with a placeholder character (a 3D model of *Symphony*'s Richter Belmont) whipping his way through building-block environments that looked straight out of a *Metal Gear Solid* VR mission. Once the gameplay foundations were in place, the team started painting the castle walls.

It may not match the grisly grandeur of *Silent Hill 3*, but *Lament* already looks sweet—and in the screens here, the final pass of visual polish hasn't yet been applied. Much of the next six months will be spent refining the lush environments. You're also being denied the game's most impressive feature, since screens can't illustrate

■ Gothic stone-hewn gargoyles were relatively hip and new in the 11th century. Dracula's were especially cool, since they killed people.

■ Leon's gadget man: The Alchemist

the excellent motion-captured animation: Leon's whip moves with realistic fluidity and physics. A veteran director of stage productions helped design all of his acrobatic movements. "It's an old-timer's way of thinking," says Iga, "but the first thing I asked of from my team was to make sure the game is very fast and smooth to play."

Iga chose longtime Konami composer Michiru Yamane, the woman behind *Symphony of the Night*'s memorably morbid tunes, to create *Lament of Innocence*'s all-new soundtrack. She brings a familiar blend of up-tempo beats and eerie classical beauty to the 40-plus tracks in *Lament*, but the music definitely has a unique feel. "Since the story is set in such a different age from that of *Symphony*, I decided electric guitars would be out of place," says Yamane. "Instead, I used natural instruments for a more classical feel." (For our full interview with Michiru Yamane, head to egmmag.com.) The music we heard was stunning—so good, in fact, that Iga is considering packing a copy of the soundtrack with the game (as Konami is doing with *Silent Hill 3*).

"The first thing I asked of my team was to make sure the game is very fast and smooth to play."

—Castlevania *Producer Koji Igarashi*

On the voiceover front, *Lament* will ship with both English and Japanese dialogue tracks. The English acting we heard sounded just fine—probably since Iga personally oversaw its production at a professional recording studio in Hollywood.

beyond castlevania

TWO MORE ACTUAL IDEAS FOR FUTURE SERIES INSTALLMENTS

CASTLEMANIA

In Japan, Konami produces several hit rhythm-action games, like *BeatMania* and *DrumMania*. *Castlevania* Producer Iga says he sees potential in a music game based on the funky pipe organs, moaning choruses, and haunting oboe solos in *Castlevania*'s tunes. Frankly, we'd rather see DJ Drac do some mad scratchin' before we play another Britney Spears game.

DRACULA MAKER

Perhaps drawing upon his work on Japan's *Tokimeki Memorial* dating-game series, Iga says he's conceived a sim game in which you raise Dracula through his formative teen years. Rigors of undead adolescence include awkward candlelight dinners at an Italian restaurant (watch out for garlic) and the issue of whether to bite on the first date. Again, we are not making these ideas up (although Iga is no doubt having a bit of fun with us).

■ Leon fends off encroaching mermen with his Orb-powered dagger-spell prowess.

The sound effect you're not hearing accompany Leon's Thunder-whip attack sounds something like "Bra-kooom!"

Fans needn't worry about a repeat of *Symphony of the Night*'s groanworthy writing and acting. "That wasn't my fault!" exclaims Iga. "I was told that the game wasn't going to be dubbed, but then they changed their minds and we had to do it really quickly here in Japan." He proceeds to mimic awfully acted lines like "*Who* are *you*?"

But if you're wishing for an Xbox or GameCube version of *Lament*, don't get your blood pressure up. "I chose to make the game for the PS2 simply because it has the most users," says Iga. And since he's spent so much time building this PS2 sand castle, he's not interested in moving to another console's beach. That doesn't mean Iga is through remodeling the halls of Castlevania, though—not even close. He admits that scads of plot concepts still lurk in his mind, and laughs that "as long as this one sells a lot of copies," we won't have to wait another six years for his next big-console groundbreaking of *Castlevania*.

"I chose to make the game for the PS2 simply because it has the most users."

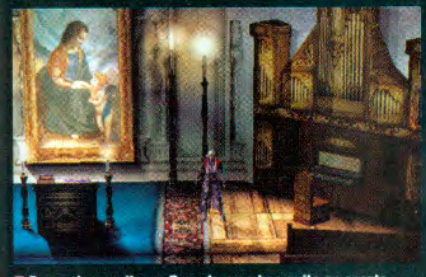
—Castlevania *Producer Koji Igarashi*

and promises never to let acting like that happen again.

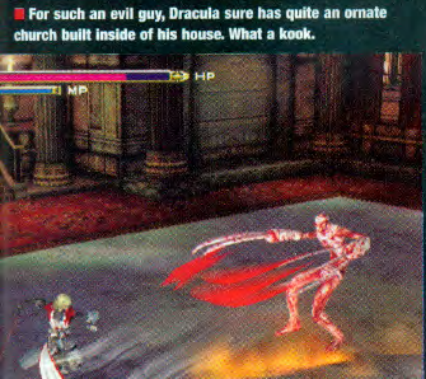
Not the last bite

Iga's explanation of *Castlevania*'s continued appeal is simple: "Foremost, it's the gameplay that draws people to the series, but the cool vampire mythos and excellent music help." He's definitely covered those bases while crafting this PS2 re-introduction to the classic series, and it should get both hardcore fans' and newcomers' blood boiling this fall.

Don't forget to check out www.egmmag.com for even more exclusive Castlevania content, including full interviews with the developers, a handy series timeline and a gorgeous downloadable desktop wallpaper image.



For such an evil guy, Dracula sure has quite an ornate church built inside of his house. What a kook.

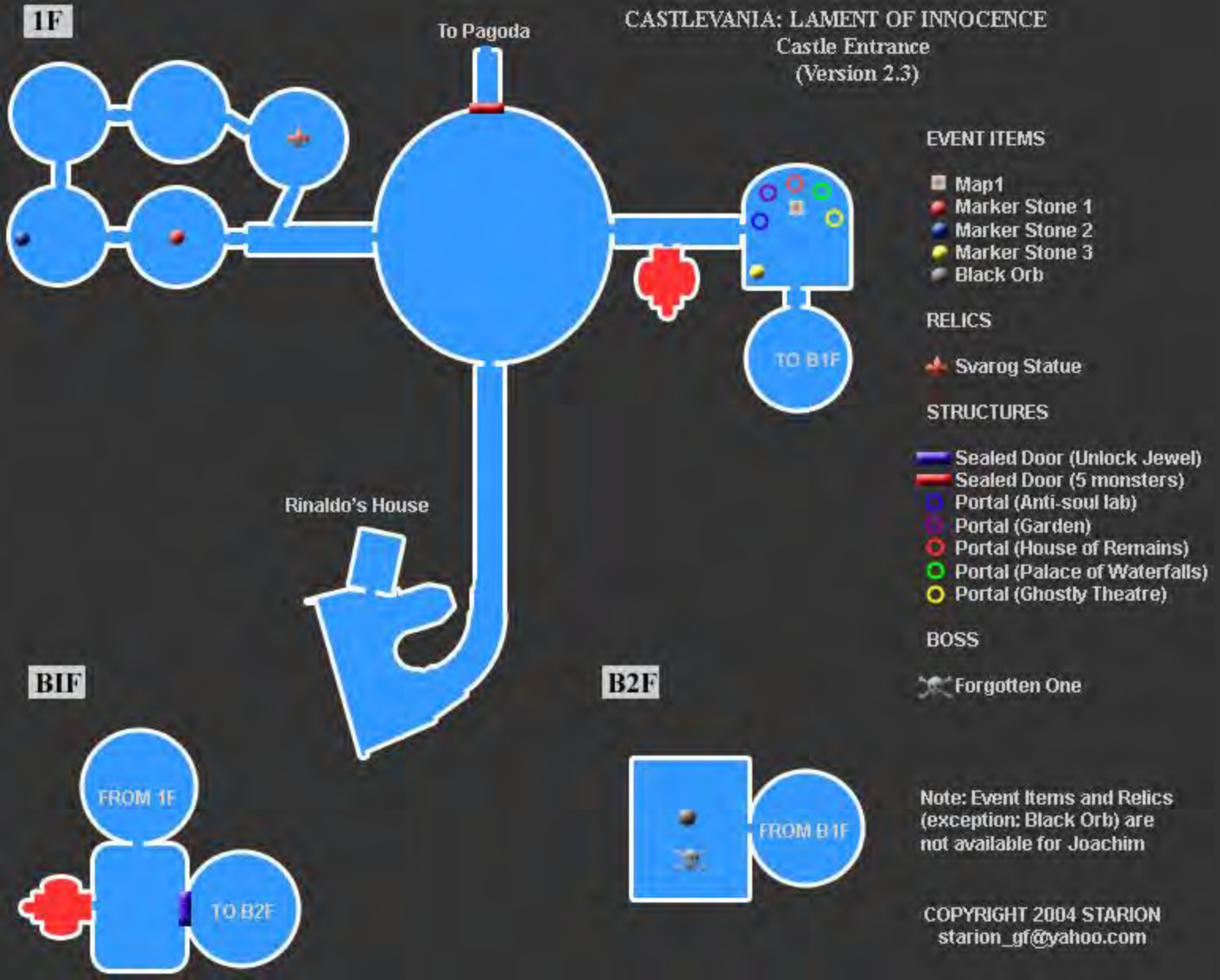


digging too deep

EMBARRASSING MOMENTS IN CASTLEVANIA HISTORY

FRED ASKARE AND PAULA ABGHOUL

We're still not sure who's responsible for naming this ghostly waltzing duo from *Super Castlevania IV* (Super Nintendo), but we know that we hate them. We take our *Castlevania* games pretty seriously, and we don't ever want to be interrupted by thoughts of MC Skat Kat from the "Opposites Attract" video.


1F
To Pagoda
CASTLEVANIA: LAMENT OF INNOCENCE
Castle Entrance
(Version 2.3)
EVENT ITEMS
Map1
Marker Stone 1
Marker Stone 2
Marker Stone 3
Black Orb
RELICS
Svarog Statue
STRUCTURES
Sealed Door (Unlock Jewel)
Sealed Door (5 monsters)
Portal (Anti-soul lab)
Portal (Garden)
Portal (House of Remains)
Portal (Palace of Waterfalls)
Portal (Ghostly Theatre)
BOSS
Forgotten One
TO B1F
Rinaldo's House
B1F
FROM 1F
TO B2F
B2F
FROM B1F
Note: Event Items and Relics (exception: Black Orb) are not available for Joachim
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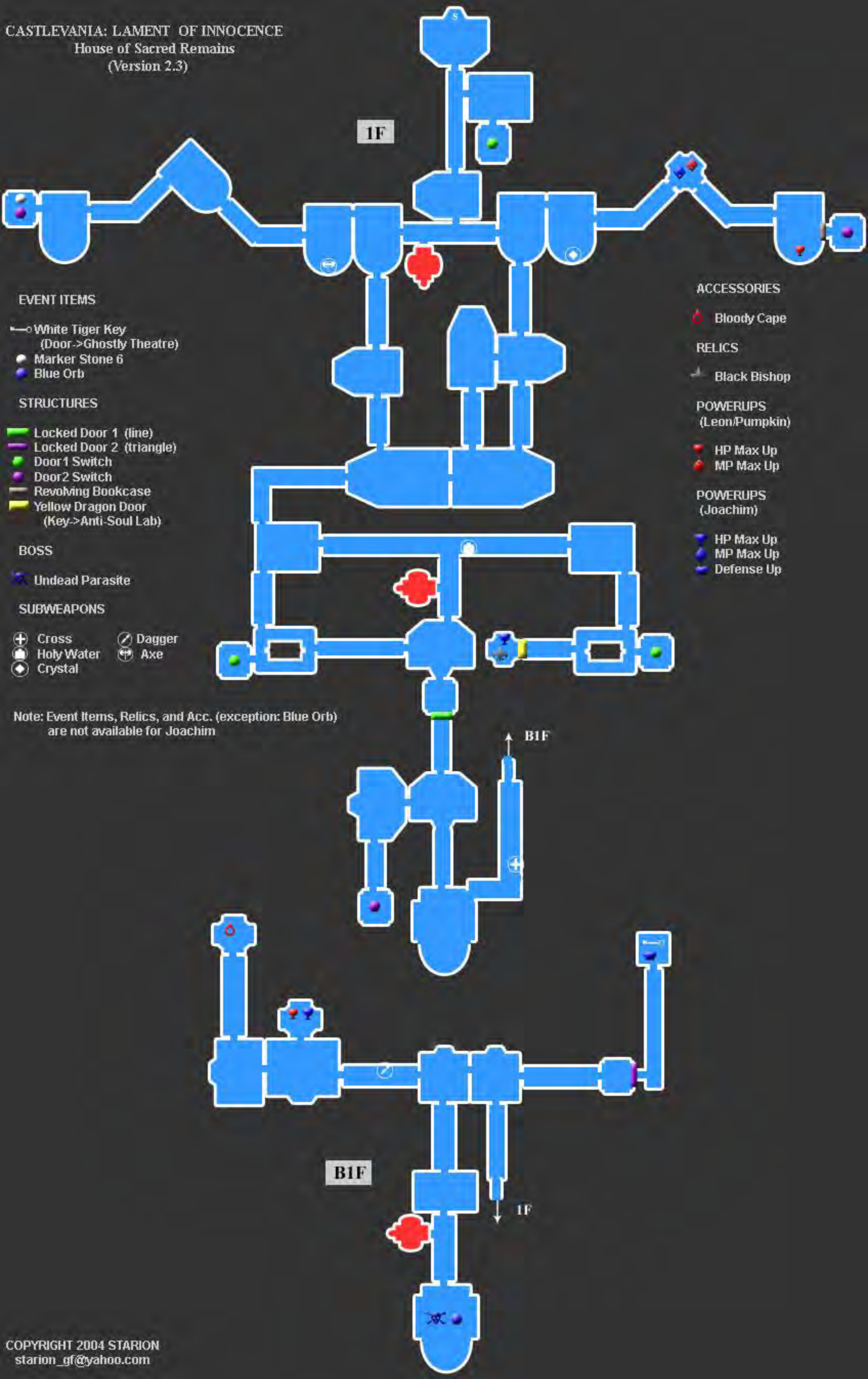
CASTLEVANIA: LAMENT OF INNOCENCE
House of Sacred Remains
(Version 2.3)



EVENT ITEMS

- White Tiger Key (Door->Ghostly Theatre)
- Marker Stone 6
- Blue Orb

STRUCTURES

- Locked Door 1 (line)
- Locked Door 2 (triangle)
- Door1 Switch
- Door2 Switch
- Revolving Bookcase
- Yellow Dragon Door (Key->Anti-Soul Lab)

BOSS

- Undead Parasite

SUBWEAPONS

- Cross
- Holy Water
- Crystal
- Dagger
- Axe

ACCESSORIES

- Bloody Cape

RELICS

- Black Bishop

POWERUPS (Leon/Pumpkin)

- HP Max Up
- MP Max Up

POWERUPS (Joachim)

- HP Max Up
- MP Max Up
- Defense Up

Note: Event Items, Relics, and Acc. (exception: Blue Orb) are not available for Joachim

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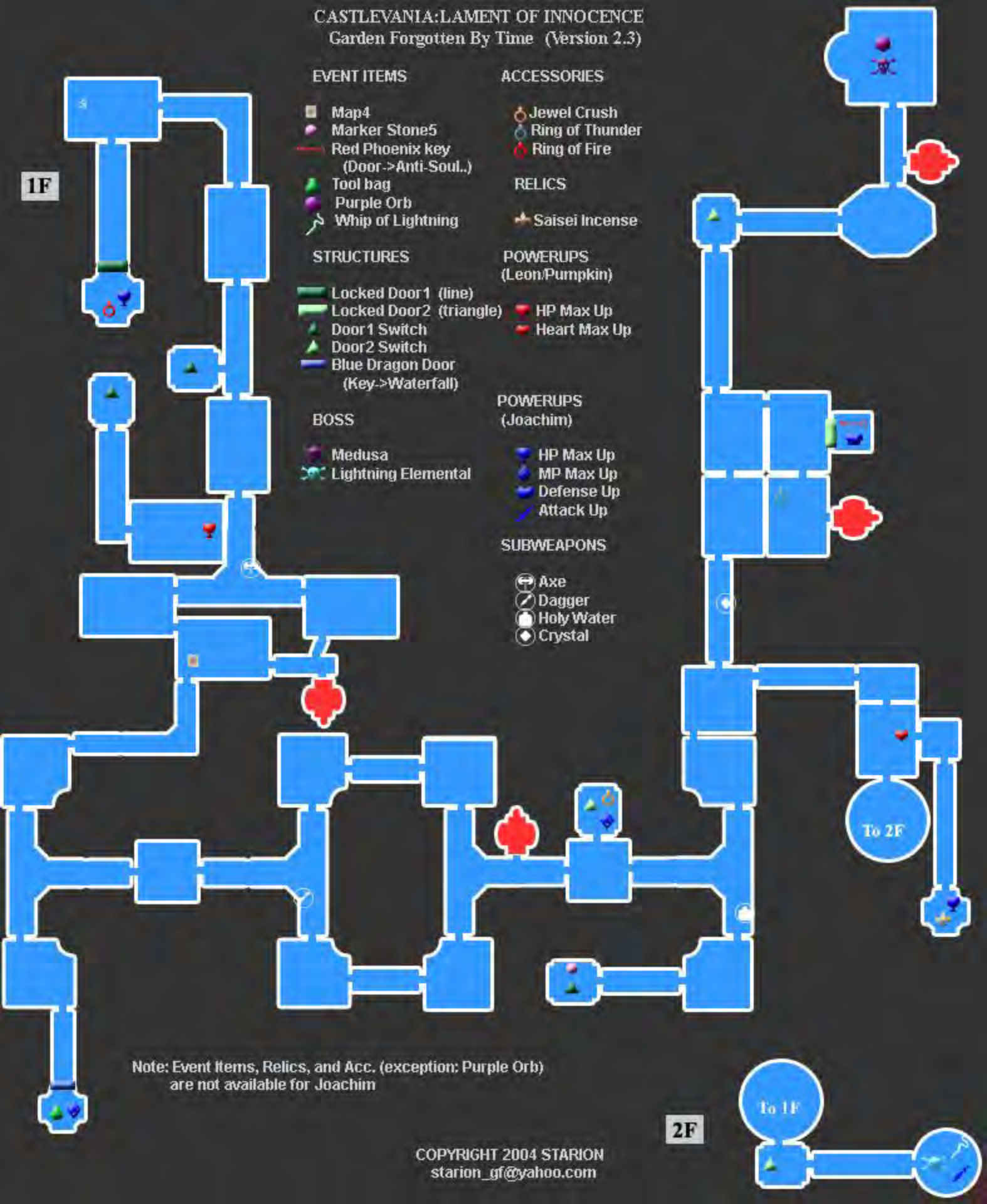
CASTLEVANIA:LAMENT OF INNOCENCE
Garden Forgotten By Time (Version 2.3)



Note: Event Items, Relics, and Acc. (exception: Purple Orb)
are not available for Joachim

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CASTLEVANIA: LAMENT OF INNOCENCE
Anti-Soul Mysteries Lab
(Version 2.3)

EVENT ITEMS
- Map2
- Ancient Text1
- Ancient Text3
- Ancient Text4
- Marker Stone4
- YellowDragon Key (Door->House of..)
- "e" tablet
- White Orb
- Red Orb
- Whip of Flames

STRUCTURES
- RedPhoenix Door (Key->Garden)
- Statue
- Transport tile

BOSS
- Golem
- Flame Elemental

SUBWEAPONS
- Cross
- Crystal
- Axe
- Dagger

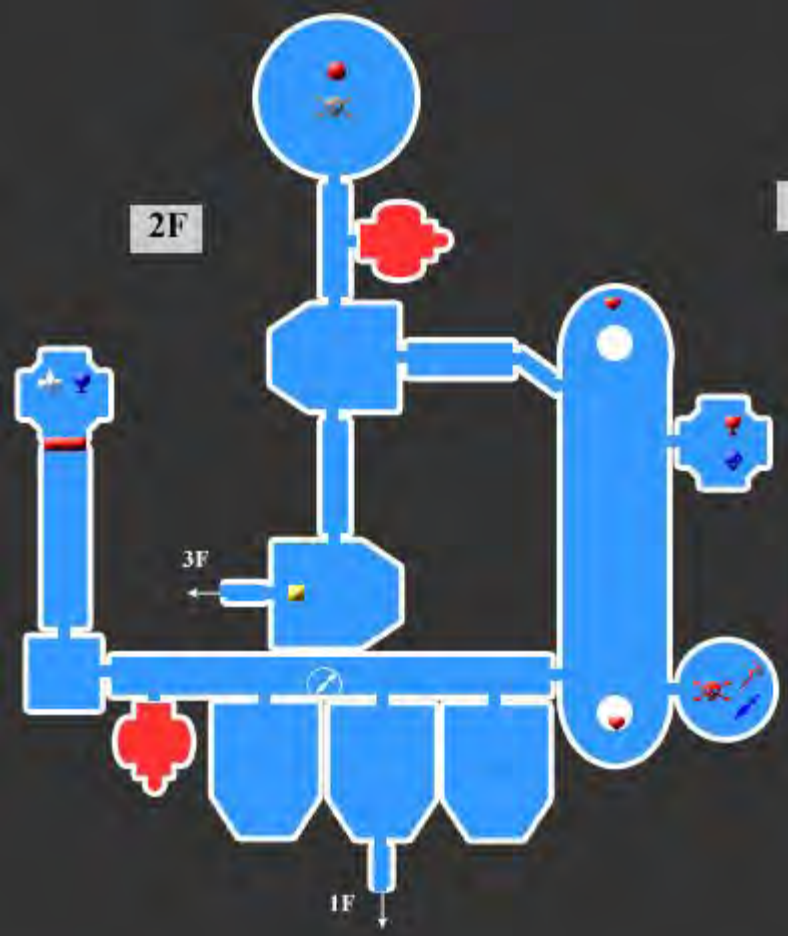
ACCESSORIES
- Mejingjord
- Arctic Ring

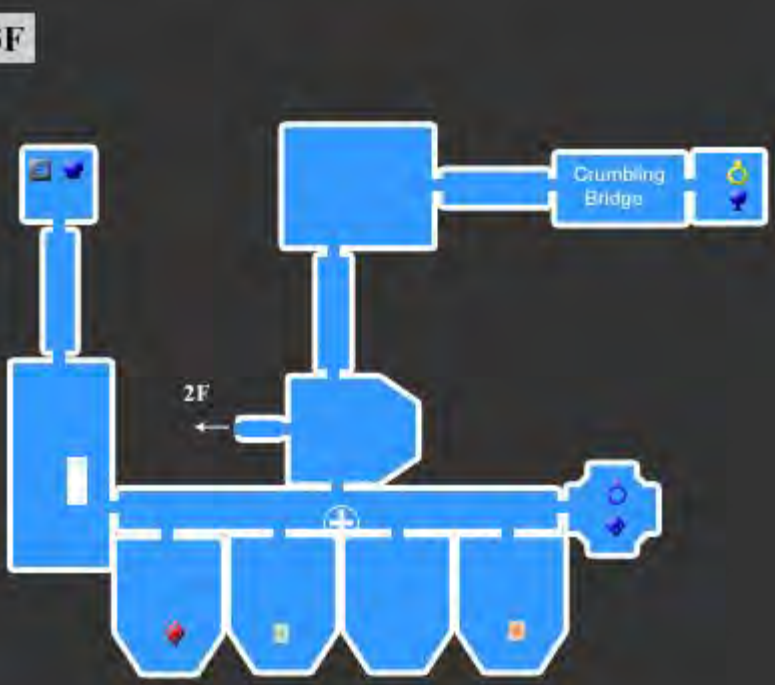
RELICS
- Wolf's Foot

POWERUPS (Leon/Pumpkin)
- HP Max Up
- MP Max Up
- Heart Max Up

POWERUPS (Joachim)
- HP Max Up
- MP Max Up
- Defense Up
- Attack Up

Note: Event Items, Relics, and Acc. (exception: Red Orb) are not available for Joachim





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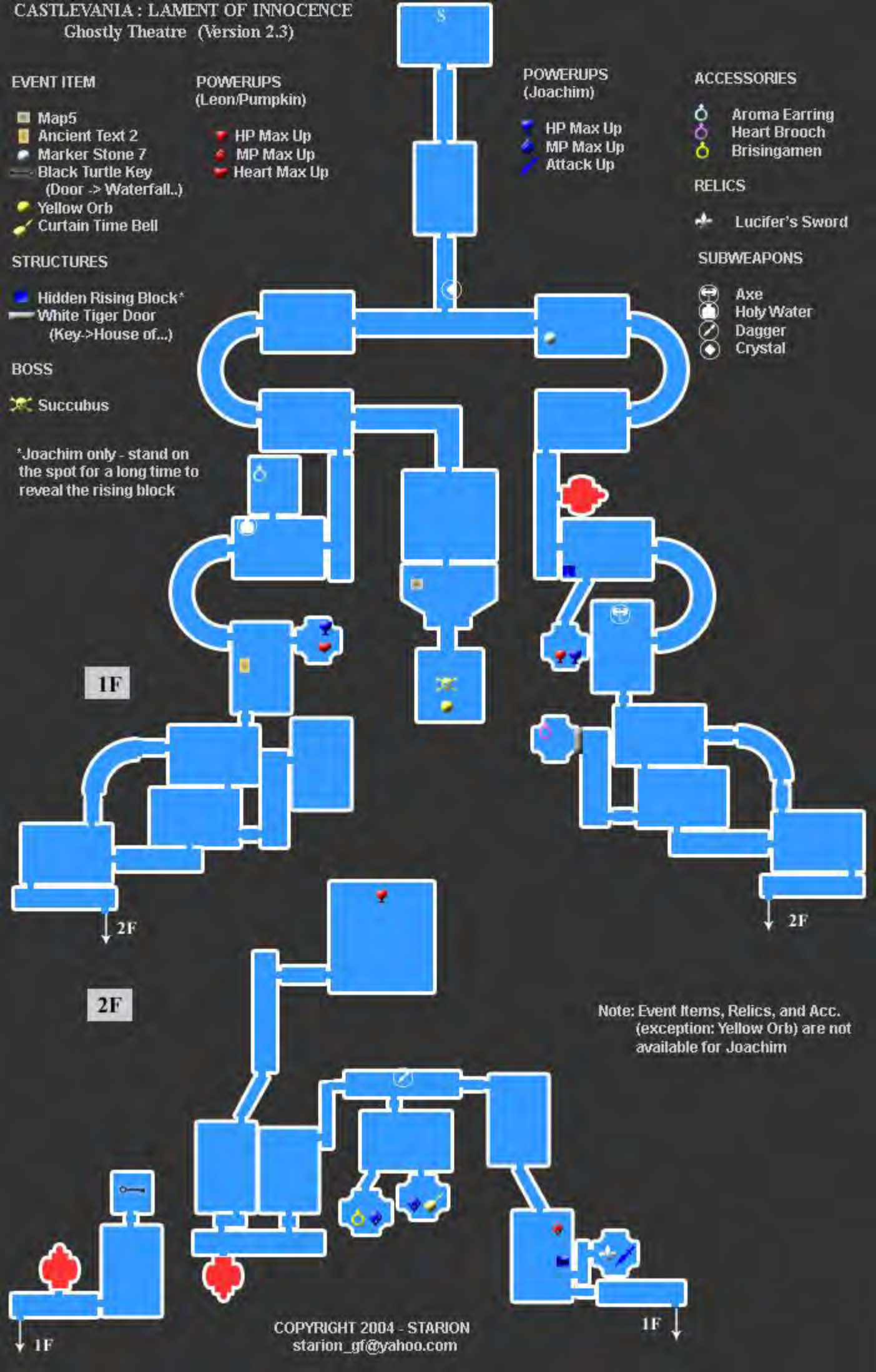
CASTLEVANIA : LAMENT OF INNOCENCE
Ghostly Theatre (Version 2.3)



Note: Event Items, Relics, and Acc. (exception: Yellow Orb) are not available for Joachim

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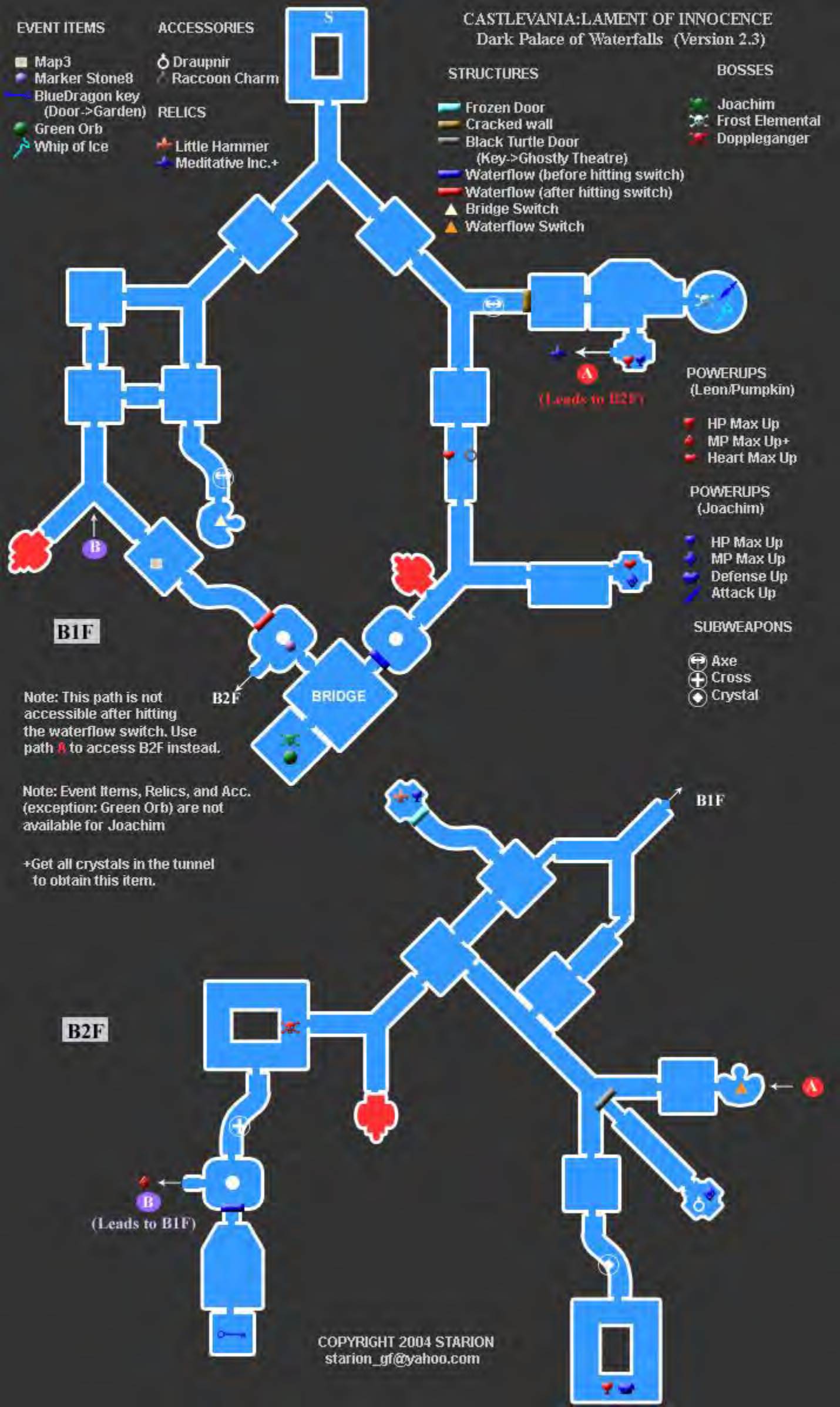
CASTLEVANIA:LAMENT OF INNOCENCE
Dark Palace of Waterfalls (Version 2.3)
EVENT ITEMS
Map3
Marker Stone8
BlueDragon key (Door->Garden)
Green Orb
Whip of Ice
ACCESSORIES
Draupnir
Raccoon Charm
RELICS
Little Hammer
Meditative Inc.+
STRUCTURES
Frozen Door
Cracked wall
Black Turtle Door (Key->Ghostly Theatre)
Waterflow (before hitting switch)
Waterflow (after hitting switch)
Bridge Switch
Waterflow Switch
BOSSES
Joachim
Frost Elemental
Doppleganger
S
A
(Leads to B2F)
POWERUPS (Leon/Pumpkin)
HP Max Up
MP Max Up+
Heart Max Up
POWERUPS (Joachim)
HP Max Up
MP Max Up
Defense Up
Attack Up
SUBWEAPONS
Axe
Cross
Crystal
B
B1F
B2F
BRIDGE
Note: This path is not accessible after hitting the waterflow switch. Use path A to access B2F instead.
Note: Event Items, Relics, and Acc. (exception: Green Orb) are not available for Joachim
+Get all crystals in the tunnel to obtain this item.
B1F
A
B
(Leads to B1F)
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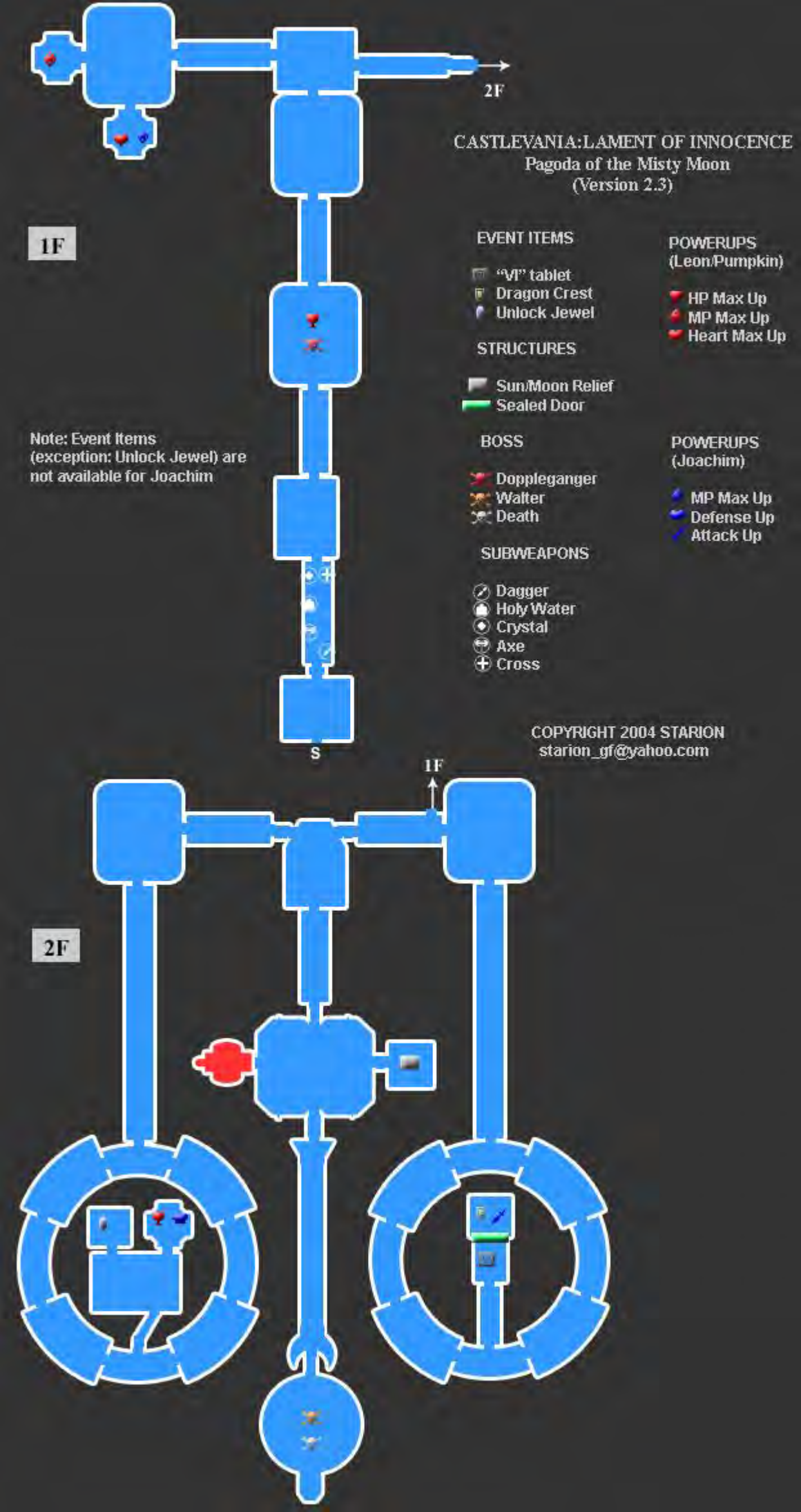
2F
CASTLEVANIA:LAMENT OF INNOCENCE
Pagoda of the Misty Moon
(Version 2.3)
1F
EVENT ITEMS
"VI" tablet
Dragon Crest
Unlock Jewel
POWERUPS
(Leon/Pumpkin)
HP Max Up
MP Max Up
Heart Max Up
STRUCTURES
Sun/Moon Relief
Sealed Door
Note: Event Items
(exception: Unlock Jewel) are
not available for Joachim
BOSS
Doppleganger
Walter
Death
POWERUPS
(Joachim)
MP Max Up
Defense Up
Attack Up
SUBWEAPONS
Dagger
Holy Water
Crystal
Axe
Cross
S
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1F
2F

One year after the events in Aria of Sorrow, Soma is living peacefully, and believes that his powers have been lost. A woman who identifies herself as Celia Fortner, appears and summons several monsters. Arikado arrives to help Soma defeat the monsters, after which Soma absorbs their souls. Celia retreats, proclaiming that she will destroy Soma. Soma expresses disbelief at the return of his powers, but Arikado reveals that his powers were never lost, only submerged. He informs Soma that Celia is the head of a cult that seeks the resurrection of the dark lord. He leaves, instructing Soma not to pursue Celia. Soma, however, uses information acquired from Hammer to locate the cult's base, a facsimile of Dracula's Castle. Along with Hammer, Soma is also joined again by Yoko and Julius Belmont from Aria of Sorrow, as he enters Dracula's Castle to stop the evil cult from bringing back the dark lord...

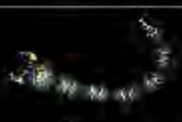
Released on October 4th, 2005 for the Nintendo DS, Castlevania: Dawn of Sorrow is a direct sequel to the Game Boy Advance hit, Castlevania: Aria of Sorrow. It is the year 2036, and a year removed from the events that occurred in Aria of Sorrow. Soma has just realized that his powers were never lost, and that an evil cult plans to destroy him in order to resurrect Count Dracula. Despite being asked by Genya Arikado to stay out of the matter, Soma ventures back to Dracula's Castle to put an end to Celia Fortner and her cult. He is joined by the same cast from Aria of Sorrow which includes Hammer, who sets up shop again in the castle to aid Soma. Yoko, who also sets up a shop in the castle where she fuses souls into more powerful weapons for Soma to use in battle, weapons that are much needed this time around. Julius Belmont also returns, working with Yoko to help stop the dark cult, and Soma's good friend Mina Hakuba is back again as well. Soma's abilities in Dawn of Sorrow are just as they were in his previous adventure, where he can still obtain souls from his enemies which make him even stronger during battle. He also has a variety of weapons and armor he can acquire during his adventure, making him a formidable foe to all who oppose. The castle in Dawn of Sorrow is just as dangerous as those from any Castlevania game, and Soma will encounter many challenges throughout his quest.

Castlevania: Dawn of Sorrow is the 5th title of the series to have the same aspects that began with Symphony of the Night, including the Metroid like castle layout, the RPG elements, as well as the ability to increase stats when equipping better weaponry and armor. This style of play has been very popular with the series, especially on the handheld games. After the success of Circle of the Moon, Harmony of Dissonance, and Aria of Sorrow on the Game Boy Advance, Konami was ready to transition the series to Nintendo's new handheld device, the Dual Screen, or DS for short. Konami decided to release a direct sequel to Aria of Sorrow, which itself was a highly popular and successful game. Originally known as Castlevania: Soul Power, the game's title was changed to Dawn of Sorrow upon its release as a play on the name Nintendo DS. Many of the first DS games released like Dawn of Sorrow attempted to integrate DS into their titles, like Resident Evil: Deadly Silence or Tenchu: Dark Secret for example. Konami was taking a chance by technically releasing almost the same game as Aria of Sorrow, only 2 years later. However since it was on a new system, with better graphics, and an overall different feel with the Dual Screen play, the gamble worked out and Dawn of Sorrow was a smash hit. It went on to become one of the most popular games of the series in both the U.S. and Japan. Its success paved the way for future DS titles, Portrait of Ruin and Order of Ecclesia. With Castlevania: Dawn of Sorrow, Konami made the transition from Game Boy Advance to DS with ease. Dawn of Sorrow is just as addicting as all the other SOTN style Castlevania games, and has excellent replay value where you can play the game again as 3 different characters. It is a must have for any Castlevania fan, and it will be enjoyed for generations to come.

 Soma Cruz	Soma is the rebirth of the legendary dark lord, Dracula. He has the power to dominate the souls of others and use their powers as his own. One year ago, he learned that he was destined to become the dark lord, but overcame the chaos that raged within him, and escaped that fate. Now, Soma is living a peaceful life with his friends, but unfortunately for him, peace doesn't last long.
 Mina Hakuba	Soma's best friend, and the sole daughter of Hakuba Shrine's priest. One year earlier, she was trapped within Dracula's castle along with Soma. Although she doesn't have any special abilities, she is most trusted by Soma.
 Genya Arikado	Arikado is a member of a top-secret Japanese government agency. He is a very mysterious person, and his real identity is only known to a handful of people. Strikingly beautiful, but cold and detached. Approaching him isn't always very easy, not even for Soma.
 Yoko Belnades	A witch belonging to the church. She is a specialist when it comes to disposing of monsters and creatures that are threatening humans. She is a descendant of a clan that helped defeat Dracula in the year of 1476. While Yoko is pretty nosy, she's like a big sister to Mina Hakuba. She sets up a shop where she fuses souls into weapons for Soma, resulting in new and more powerful weapons.
 Hammer	A military veteran, that has now retired because of the events of last year. Hammer is now a merchant, and while he looks pretty rough, he is actually completely aimless and irresponsible. He also acts as an information broker through his shady business connections. Hammer has a crush on Yoko.
 Julius Belmont	A descendant of a clan of vampire hunters, Julius wields the legendary whip named Vampire Hunter. Julius lost his mind when he defeated Dracula in 1999, and only regained it last year. Although he is starting to show age, he now assists the church in their undertakings, working together with Yoko Belnades.
 Alucard	Soma encounters Alucard in the Demon Guest House where he provides Mina's Talisman. Alucard is also a playable character in the Julius Belmont mode. Click Here for complete details on unlocking him.
 Celia Fortner	A dark priestess that has formed a cult bent of resurrecting the lord of darkness, and killing Soma off in the process. She's able to use very powerful magic spells, but has lost some power after Dracula disappeared. Scared of losing even more strength, she's desperate to resurrect the dark lord.
 Dmitri Blinov	A potential successor to Dracula's reign, with the power to duplicate magic attacks. Although he displays an outer impression of rashness and irresponsibility, he is fully prepared to take any measures to accomplish his goal. Dmitri isn't very good friends with the other potential successor.
 Dario Bossi	The second potential successor to Dracula's reign. He has the power to manipulate fire. He's possessed this power ever since he absorbed some of Dracula's powers a year ago. His fiery attitude and impulsive tendencies push him to immediate action.

Enemy	HP	EXP	Description	Dropped Items	Location
Alastor	291	564	A possessed sword driven to seed revenge by the souls of slain souls	None	Pinnacle, Abyss
Alura Une	600	480	An Une fattened with copious pools of blood	Grapes	Subterranean Hell
Amalaric Sniper	99	84	A fearsome archer and a fallen angel	Chakram	Dark Chapel
Arc Demon	666	666	Uses the powers of darkness to wreak havoc upon the world	Mana Prism, Demon's Mail	Abyss
Armor Knight	15	15	An armor-clad soldier equipped with a deadly spear	Spear	Lost Village
Axe Armor	18	10	An armor-clad soldier that is highly skilled with axes	Axe, Leather Armor	Lost Village, Demon Guest House
Barbariccia	39	89	One of the dungeons of the guardians of hell	Blunt Sword	Garden of Madness, Dark Chapel
Bat	1	1	A bloodsucking bat that lurks in the castle	None	Lost Village, Silenced Ruins
Black Panther	40	200	A jet-black beast that runs with great speed	None	Abyss
Bomber Armor	45	42	An armor-clad soldier that tosses bombs	Breastplate	Wizardry Lab
Bone Ark	160	80	A mobile Bone Pillar. It is considered an innovative breakthrough	None	Subterranean Hell
Bone Pillar	50	10	The skulls of dinosaurs animated by a demonic force	None	Dark Chapel
Buer	84	85	A beast with many legs	None	Demon Guest House, Condemned Tower
Bugbear	122	180	A single-eyed fiend cloaked in thunderbolts	None	Cursed Clock Tower, Pinnacle, Mine of Judgment
Catoblepas	70	85	This ox-like beast's breath turns living things to stone	Milk, Meat	Garden of Madness, Dark Chapel, Cursed Clock Tower
Cave Troll	98	156	A blood-sucking beast that extracts the entrails of cattle with its tongue	Paella	Wizardry Lab, Subterranean Hell
Corpseweed	43	55	An Une that feeds off the nutrients of corpses	None	Garden of Madness
Creature	150	130	A humanoid creature constructed from numerous corpses	Tinned Spinach	Wizardry Lab, Dark Chapel
Dead Crusader	99	195	A zombie warrior bearing a sturdy shield	Blocking Mail	Silenced Ruins, Pinnacle
Dead Mate	212	210	A zombie that protects graveyards together with its beloved dog	Pudding	Silenced Ruins
Dead Pirate	126	180	A zombie pirate cursed by its own greed	Rusty Food Tin, Falchion	Subterranean Hell, Cursed Clock Tower
Dead Warrior	120	188	A dead knight that seeks to fight for all eternity	Rice Ball, Partizan	Pinnacle
Decarabia	120	140	A demon in the shape of a starfish	Boiled Starfish	Subterranean Hell
Devil	113	178	Hell's keeper	Mind Up, Skull Necklace	Demon Guest House, Subterranean Hell, Cursed Clock Tower, Silenced Ruins, Abyss

Enemy	HP	EXP	Description	Dropped Items	Location
Disc Armor	100	160	An armor-clad soldier that is an expert at throwing giant circular blades	Scale Mail	Condemned Tower
Draghignazzo	48	113	One of the guardians of the dungeons of hell. He is quite the pessimist	Katana	Condemned Tower
Erinys	200	300	The goddess of revenge	Hauberk, Melon	Pinnacle, Abyss
Final Guard	400	1500	A powerful armored soldier given the task of guarding the castle's key spots	Super Potion, Cuirass	Pinnacle, Abyss
Fish Head	70	15	The skeletal remains of a fish animated by dark power	None	Subterranean Hell
Flame Demon	333	444	A fire-wielding demon born in the fiery pits of the underworld	Wyrm Robe	Demon Guest House, Pinnacle, Abyss
Fleaman	15	25	A sinister little man that leaps out as if he were a flea	Kung Fu Suit	Garden of Madness, Condemned Tower
Flying Humanoid	1	1	A mysterious figure that hovers in the distance	None	Cursed Clock Tower
Frozen Shade	150	190	A wraith that manipulates frigid air	Ice Cream, Aquarius	Subterranean Hell, Abyss
Gaibon	322	422	A fiend that serves the Grim Reaper. It can spit fire while flying	None	Mine of Judgment
Ghost	1	1	A small spirit doomed to wander the castle grounds for all eternity	None	Wizardry Lab
Ghost Dancer	18	53	The spirits of nobles that dance with great elegance	Tea	Dark Chapel, Demon Guest House
Ghoul	20	10	A foul being that rose from the grave to feed on corpses	Rotten Meat, Pendant	Garden of Madness, Dark Chapel, Silenced Ruins
Giant Slug	300	300	A gigantic mollusk with an equally huge shell	None	Mine of Judgment, Abyss
Golem	120	50	A giant clay figure imbued with an artificial life force	None	Wizardry Lab
Gorgon	230	280	A monstrous bull that breathes clouds of toxic gas	Milk, Tasty Meat	Silenced Ruins
Great Armor	115	180	A heavily armored knight built out of the corpses of powerful warriors	Ring Mail	Dark Chapel
Great Axe Armor	250	300	An armor-clad soldier that mows down its victims with a massive axe	Tomahawk, Chain Mail	Lost Village, Wizardry Lab, Condemned Tower
Guillotiner	80	134	Rumored to have chopped off hundreds of heads with its bloody guillotine	None	Dark Chapel, Pinnacle
Harpy	80	120	A bizarre bird-like creature with the torso of a woman	None	Cursed Clock Tower
Heart Eater	87	102	A horrific bug that loves to feed on hearts	Noodles, Heart Pendant	Wizardry Lab, Abyss
Hell Boar	149	146	A boar from hell with exceptional fighting skills	Hot Dog, Spoiled Milk	Lost Village, Dark Chapel
Homunculus	104	177	A malevolent, artificial life form created by a demonic scholar	None	Wizardry Lab

Enemy	HP	EXP	Description	Dropped Items	Location
Imp	30	66	A tiny demon who loves mischief	None	Cursed Clock Tower
Iron Golem	50	2000	A golem with impenetrable durability. It has no known weaknesses	None	Wizardry Lab, Demon Guest House, Abyss
Killer Clown	160	160	A creepy jester with a murderous intent. Also a shrewd poker player	Hamburger, Three 7s	Demon Guest House
Killer Doll	90	70	A murderous doll that wanders about in search of living bodies	None	Demon Guest House
Killer Fish	99	156	An ancient, man-eating fish. Rumored to be quite tasty	Salomon Meuniere	Wizardry Lab, Subterranean Hell
 Larva	49	76	A wickedly cruel spirit that inhabits a giant worm	None	Wizardry Lab, Silenced Ruins
Lilith	78	98	An alluring demon that deludes its victims with its mystifying beauty	Coffee	Demon Guest House
Malachi	333	356	A pagan being from ancient times that strikes fear into all in its presence	High Mind Up	Demon Guest House, Cursed Clock Tower, Pinnacle, Abyss
Malacoda	166	333	A long-tailed demon that serves as the head of the dungeon guardians	Kotetsu	Abyss
Mandragora	48	50	A mythical plant that is said to inflict death upon those who uproot it	None	Garden of Madness
Manticore	70	90	A monster with the body of a lion, the wings of a bat and a scorpion's tail	Spaghetti	Wizardry Lab
Medusa Head	1	12	A monster created in great number from the head of Medusa	None	Subterranean Hell, Cursed Clock Tower
Mimic	108	102	It assumes the guise of a treasure chest to lure in unsuspecting victims	None	Wizardry Lab, Garden of Madness, Demon Guest House, Subterranean Hell
Mini Devil	20	66	A little demon with a big heart	None	Dark Chapel
Mollusca	55	80	A monstrous mollusk imbued with the castle's dark power	Anti-Venom	Garden of Madness
Mothman	199	355	Half man, half moth. It appears to be attracted to the light	None	Pinnacle
Mud Demon	100	198	A good-looking demon formed out of dirt	None	Abyss
Mushussu	460	399	A furious beast from ancient Babylonia	Spaghetti	Pinnacle
Needles	30	10	A giant sea urchin that has been driven close to extinction from over-fishing	Meat Strip	Subterranean Hell
Ouija Table	8	4	An enchanted desk summoned by a spirit in séance	None	Lost Village
Peeping Eye	15	8	A creature that keeps watch in the castle	None	Lost Village, Demon Guest House, Silenced Ruins
Persephone	140	82	A demonic maid in the employ of an unearthly baron	Silk Robe, Strawberry	Demon Guest House
Procel	81	136	A liquid demon that appears on the surface of water	None	Subterranean Hell
Quetzalcoatl	62	120	A reincarnation of the ancient snake god	Biker Jacket	Dark Chapel, Demon Guest House

Enemy	HP	EXP	Description	Dropped Items	Location
Ripper	50	80	A fiend that takes great pleasure in slaughtering people with knives	Black Coat	Mine of Judgment, Abyss
Rycuda	32	56	A monstrous bird that wields lightning	Fried Chicken	Garden of Madness
Skelerang	32	50	A skeleton that expertly hurls boomerangs	Boomerang	Lost Village, Garden of Madness, Demon Guest House, Silenced Ruins
Skeleton	4	4	A skeletal corpse controlled by magic	None	Lost Village, Wizardry Lab, Garden of Madness, Demon Guest House, Silenced Ruins
Skeleton Ape	30	48	A skeletal corpse of an ape that is controlled by skeleton	None	Lost Village, Garden of Madness, Condemned Tower
Skeleton Farmer	94	60	A skeleton that sows haunted plants	None	Garden of Madness
Skull Archer	16	10	An archer made of bone	None	Wizardry Lab, Silenced Ruins
Slaughterer	48	40	A savage man that kills with its bare hands	Piroshki, Gym Clothes	Wizardry Lab
Slime	20	35	A monster composed of a gel-like substance	None	Wizardry Lab, Cursed Clock Tower
Slogra	334	422	A fiend that serves the Grim Reaper. It fights on the ground with a spear	None	Mine of Judgment
Spin Devil	16	15	An evil blade possessed by a demented demon	None	Lost Village
Stolas	800	80	A wise, old creature said to have considerable intelligence	Mana Prism	Abyss
Student Witch	41	18	A witch-in-training who is still learning how to cast spells properly	Cream Puff	Lost Village, Wizardry Lab, Demon Guest House
Succubus	182	242	A demon that assumes the form of a beautiful woman to drain vitality	Flame Necklace, Pitch Black Suit	Demon Guest House, Pinnacle, Abyss
Tanjelly	155	255	A jelly-like monster that is resistant to physical attacks	None	Cursed Clock Tower, Mine of Judgment, Abyss
Tombstone	30	48	Possessed by the grudges of the dead, it attacks all living things	None	Dark Chapel
Treant	128	150	An ancient tree animated by a purely malevolent evil	None	Garden of Madness
Ukoback	60	98	An enraged demon whose body is engulfed in flames	None	Subterranean Hell
Une	12	12	An eerie plant that feeds on blood	None	Garden of Madness, Subterranean Hell
Valkyrie	70	90	A female warrior with a pretty face and a wicked heart	Breastplate, Pancake	Dark Chapel, Demon Guest House
Waiter Skeleton	60	60	A skeleton that inhabits the castle. Always carries around a pot of curry	Beef curry	Demon Guest House, Silenced Ruins
Wakwak Tree	600	190	A horrifying tree that can produce pods of men	Amanita	Garden of Madness
Warg	21	12	A wolf that breathes intense flames	None	Lost Village
Werewolf	260	262	A madman that can transform into a savage wolf	Black Belt	Condemned Tower, Pinnacle
White Dragon	90	150	The fossilized remains of a long-necked dinosaur animated by a demonic force	None	Lost Village, Dark Chapel, Abyss
Witch	78	86	A spell caster with the ability to cast a wide array of clever spells	Magic Robe, Cream Soda	Dark Chapel, Demon Guest House
Yeti	200	200	The notorious abominable snowman	Pitch Black Suit	Lost Village
Yorick	32	52	A skeleton that ceaselessly chases after its own skull	None	Garden of Madness
Zombie	3	1	A rotting corpse of a villager, animated by magic	Cloth Tunic	Lost Village

Boss	HP	EXP	Dropped Items	Location
Abaddon	4000	1200	The master of pestilent locusts from the deep abyss of the underworld	Abyss
Aguni	4000	10000	A being that is the embodiment of fire	Pinnacle
Balore	900	100	A demon with a fear-inducing gaze	Wizardry Lab
Bat Company	1500	5730	A group of bats that thinks and acts as one	Silenced Ruins
Dario	1500	2500	A man with inflammatory powers. He is one of the dark lord's candidates	Garden of Madness, Pinnacle
Death	4444	14444	Dracula's confidant	Mine of Judgment
Dmitri	1000	2000	He can learn the abilities of others. He is also one of the dark lord's candidates	Dark Chapel
Dracula	n/a	0	Only available on Julius Belmont's mode. You fight Dracula after defeating Evil Soma	Abyss
Evil Soma Cruz	n/a	0	Only available on Julius Belmont's mode	Abyss
Flying Armor	250	500	A sinister cape-clad figure that hovers in the air	Lost Village
Gergoth	3800	4290	Imprisoned in solitude long ago, it gradually grew evil and demented	Condemned Tower
Malphas	1200	1500	A black demon that is accompanied by crows	Dark Chapel
Menace	3000	0	A humongous amalgamation of powerful demons	Abyss
Menace (2nd form)	3000	0	A humongous amalgamation of powerful demons	Abyss
Paranoia	1700	8000	A foul fiend that nests inside mirrors	Demon Guest House
Puppet Master	1800	3000	The cursed king of dolls. It controls dolls and the dimensions	Demon Guest House
Rahab	1200	4000	A monster that dominates the seas	Subterranean Hell
Zephyr	1234	5678	A demon with mastery over time	Cursed Clock Tower

DoubleJump BOOKS

Castlevania®

Dawn of Sorrow™

The Official Strategy Guide

KONAMI

Hidden Stuff

What would a *Castlevania* game be without some good old-fashioned secrets? There are a lot of mysteries locked inside Celia's castle, and at this point, we're pretty sure we've solved them all. Here are a few tips to unlocking these for yourself.

GBA Connectivity

If you start a new game of *Dawn of Sorrow* with a copy of *Castlevania: Aria of Sorrow* in your Nintendo DS's GBA cartridge slot, you'll unlock some bonus content.

- Soma will begin the game with a Meat Strip and some Spoiled Milk in his Items inventory, as well as the usual three Potions that he always has.

- You'll also begin the game with a Rare Ring accessory, which'll boost your LCK by 5 and improve the rate at which monsters drop rare items.
- Finally, there's a cute super-deformed Mina Doll on the shelf in Yoko's shop. The Mina Doll will appear in all games on your cart as long as *Aria* is in the DS.

A note for those of you who imported either game: this secret only works if both cartridges are from the same place. You can't pull this trick off with, say, a Japanese copy of one and an American copy of the other.

Secret Rooms

Every castle has secrets. In Celia's castle's case, it's that some of the castle is inexplicably sealed off behind none-too-sturdy stone walls, which'll collapse given the slightest provocation. These rooms represent about 0.9% of the castle, which makes them of obvious interest to completionists.

To explore 100% of the rooms in the castle, you'll need to find these secret rooms. None of them are in terribly obvious locations, although you're sure to find one or two of them by complete accident (especially if you're in the habit of using the Axe Armor Soul).

You can remove much of the guesswork from this process by equipping the Peeping Eye Enchant Soul, which'll make secret rooms' entrances glow with an unmissable white light.

The Lost Village

In the southeastern part of this area, in the room with the five Zombies, toss an Axe at the floor. You'll break through into a secret room that contains Corn Soup and a moneybag.

From that secret room, head back up and go right. There's a mirror in the background; enter it. You can then pass through the wall into the other side of the room to get the Tear of Blood.

Wizardry Lab

In the long corridor lined with crystal blocks, look at the ceiling about halfway down. It's quite difficult to reach this room without the Bat Company Soul, but inside, you'll find a plate of delicious Foie Gras.

In the room where you found the combat knife, you can enter the mirror to pick up the Rosary. Mirror rooms count toward your map percentage, so you'll want to uncover them along with the hidden rooms.

Garden of Madness

There's a Save Room near the area where you fight Dario for the first time. From it, go west, through the room with the Treants, until you encounter a Corpseweed in the second room west. Toss an Axe at the ceiling to reveal the entrance, but you cannot enter it until you get the Bat Company Soul. Inside, you'll find the Ninja Suit.

Dark Chapel

There's no secret rooms here, but there is a mirror in the room where you found the Red Scarf. Enter it to pick up the Megingiord.

Demon Guest House

As you emerge into the Demon Guest House from the Garden of Madness, attack the ceiling to reveal the entrance to a room containing the Rune Ring.

Backtrack to the room where you got the Ring Mail earlier. Enter the mirror to pick up Dracula's Tunic.

Subterranean Hell (Hidden)

Technically this secret area starts in Subterranean Hell, runs under the Wizardry Lab, and ends in the Lost Village. We'll just consider it part of Subterranean Hell for the sake of argument.

After you pass through the spiked corridor in the Subterranean Hell, head west until you reach the vertical hallway full of Ghosts. There's an invisible maze of girders blocking passage up this shaft, but you can see the girders when a Ghost flies over them. Equip Draghighnazzo before you scale this hallway, so you may make your jumps without getting knocked silly by a Ghost, and keep working your way west. You'll reach a long vertical shaft guarded by a White Dragon; at the top of the shaft, you may hit a plunger to knock a hole into the floor of the Lost Village.

Along the left wall of this shaft, near the top, you'll find a secret door. Inside are several Axe Armors, a Great Axe Armor, a plate of Caviar, and a short passage that leads to another plunger. This, too, will let you return to the Lost Village, just outside Yoko's shop.

Subterranean Hell

Look on the wall behind the waterfall. You'll need the Bat Company or Hippogriff Souls to make the climb to it. Inside, you'll find the Eversing armor. Getting to this one is a bit of a pain.

Cursed Clock Tower

Enter the mirror in the room where you found the Scale Mail before to pick up the Platinum Stud.

Silenced Ruins

Return to the room where you found the Mana Prism, and enter the mirror. A Super Potion is waiting for you.

The Pinnacle

All of these hidden rooms are mentioned in the Chapter 9 Walkthrough, but we'll go over them once more here.

Hippogriff-leap to the top of the large room at the top of the vertical shaft filled with Guillotiners. Attack the wall to open up an area containing the Durandal.

Attack the floor of the room just outside the Teleport Room. You'll open up an area containing the Truffle.

Attack the ceiling in the area just outside of the Pinnacle's boss room. You'll find an area containing Satan's Ring and the Fragarach.

If you're not at 100% map after visiting these rooms, you're at least going to be really close.

The Hidden Monsters

Three of the monsters in *Dawn of Sorrow* are either hiding, or aren't conventionally accessible. They won't appear on their own. If you want to fight them, and thus get their Souls, you'll need to use other monsters' souls to draw them out.

The UMA tabloids you can find throughout the castle hint at the locations of each of the three hidden monsters, but the headlines--especially the maddeningly vague headlines of 3-1, 3-2, and 3-3--can be a little difficult to decode. Fortunately, we've got your back.

Yeti

Return to the front yard of the castle, where Soma spoke with Hammer at the start of the game, and equip the Waiter Skeleton Bullet Soul. Toss a plate of curry on the ground, and the Yeti will leap out of the background to chow down. It won't stick around or attack you, but it'll be taking damage from the curry plate, so you'll just need to pull out something fierce to finish the job.

Mothman

In the Pinnacle, you'll encounter a pair of Final Guards standing on either side of an unlit spotlight. Hit the spotlight's generator with a bolt of lightning from the Rycuda Bullet Soul, and the Mothman will appear. If you don't get its Soul on the first try, you'll have to dispatch at least one Final Guard to get back to the spotlight.

Flying Humanoid

This monster's only visible in the distant background of the room between the Zephyr's lair and the nearby save point. To dispatch it, use the Mandragora Bullet Soul.

Other Secrets

There are three items concealed in *Dawn of Sorrow* that are, essentially, trophies. They've got no real purpose except as in-jokes and proof of your absolute mastery of the game. They are here, though, so let's talk about how to get them.

You can get these items in both the main game and in Julius Mode.

The Hidden Bell

Once you get the Hippogriff Soul in the Abyss, return to the bell room in the Dark Chapel. As you enter the room from the west, superjump up into the first bell you reach. When you do so, a special Bell will fall out. This item has no EXP value, and cannot be used.

Trophy #1 is yours!

The Hidden Crown

In the huge vertical portion of the Demon Guest House--the part with all the chandeliers--head up to the second room. There's a small bedroom in the southeast corner of this room that contains a single Waiter Skeleton and a chair. Sit in the chair for a few seconds, and the Crown will emerge from the ground, just like in the original *Castlevania*. Like the Bell, it has no EXP value and cannot be used.

Take a seat. Your reward will be out shortly.

The Hidden Konami Man

This old-school Konami mascot is hidden in the Cursed Clock Tower. Visit the room occupied by a single Slime and Tanjelly, and then crouch in the spike-free area for one second. Konami Man will fly across the screen in all his 8-bit pixelated glory. Stand up and catch him to add him to your collection.

Remember, he won't give you anything if you hit him.

The Giant Piano

You'd think this'd be a puzzle. It isn't.

If you're like us, you'll spend about two hours playing with the giant piano in the Demon Guest House, trying to figure out what kind of amazing, intricate secret something like this conceals.

As it turns out, it does not conceal any kind of secret at all.

It is "just" a giant piano. This is perhaps the most devious secret of all.

The Strength Test

In one of the side passages in the Subterranean Hell (see pg. 74), there's a seesaw on the ground. One of Julius's hints will relate to this puzzle, which is actually a test of strength much like the one you might've seen at a carnival.

The strength of the Hammer you hit the seesaw with will determine the height to which the ball rises. If you smack the seesaw with a plain Mace, you'll get a Potion; if you upgrade to a Morgenstern, you'll get a Hi-Potion; and if you come back here with a Mjolnir, you'll hit the third and last bell and earn a rare Super Potion.

Tactical Soul Combos

Some of the Bullet Souls and Guardian Souls work well together, whether it's because of the monsters' association or some thematic link. When you equip a certain Bullet Soul with a certain Guardian Soul, you can pull off a Tactical Soul Combo that'll produce a brand-new effect. This effect will usually kick in once you press R to invoke the Guardian Soul's effects.

Flame Demon + Bat Company

With both of these equipped, you can toss fireballs in bat form.

Fleaman + Bat Company

In a bit of a nod to the original *Castlevania*, you can drop Fleamen on your enemies while you're in bat form.

Slogra + Gaibon

The gruesome twosome from *Symphony of the Night* return for another go-round... sort of. While you've got Gaibon backing you up, he'll toss one of Slogra's spears at the same time you do.

Guillotiner + Mini-Devil

The Mini-Devil will summon a Guillotiner at the same time you do.

Une + Alura Une

Your Alura Une familiar will produce a scatter of Unes across the ground, in addition to its usual attack routine.

Amalaric Sniper + Skull Archer

While Soma's charging up his bow, the Sniper will appear behind him and provide cover fire.

Fish Head + Needles

When you throw a Fish Head, the Needles will too.

Interview

For this guide, we wanted to include an interview with Konami, but we wanted to be sure we asked the all the right questions — the ones that were burning in the fans' minds. What better way to do that than to let the fans ask the questions themselves? It seemed reasonable to us, so we posted an invitation on several public message boards, for people to send their questions to us and be answered within this guide. With a bit of luck, we were able to have the questions answered by the producer of *Castlevania: Dawn of Sorrow* — IGA.

IGA
Producer — Castlevania

CyberAkuma: Will you ever construct a full co-op mode in a *Castlevania* game?
IGA: Since online games are becoming mainstream, I suspect we need to consider full co-op mode regardless of it being off/online. Yet, we have no specific plans as of now. I still feel like focusing more on single player...

MagnaderAlpha: Seeing that *Castlevania* tales taking place with Soma are set in the near future, do you think we'll get a *Castlevania* title set in the distant future?
IGA: Maybe something Cyber as a side story series? (laughs) So far, I've only been thinking of the near future where Soma is.

Elanthis: Is *Castlevania* in any part based on or inspired by the *Vampire Hunter D* franchise? The first *Vampire Hunter D* novel came out in 1983, three years before the first *Castlevania/Vampire Hunter* game, as I understand.
IGA: I can tell you the original *Castlevania* Series never got inspired by *Vampire Hunter D*. Yet, as the series went on and various products came out, I can say that some of them were inspired by the novel. Personally speaking, I like *D*. I can tell you Alucard is inspired to some extent.

Dark Metamorphosis: I've noticed a lack of *Castlevania* products (other than games and soundtracks, of course). Does Konami have any plans to make *Castlevania* memorabillia? Things like action/gashapon figures, t-shirts, ect?

IGA: I wish to make merchandising happen but I'm very busy with development work. I hope I can work on it in future. Well, actually, we sold some merchandise in the past here in Japan, such as caps and jackets.

Ashenian: Why was the resurrection of Dracula moved from 1997 (100 years after the publishing of Stoker's novel) to 1999 in Aria of Sorrow?
IGA: I have to let you know, he does not revamp every 100 years. It's said in the myth "Every 100 years, when people's faith in God is forgotten" so I consider it the faith in God is the most important part. As you see in the *Castlevania* time line, it's not every 100 years. So *Dawn of Sorrow* does not have to be set in 1997. Rather, what I felt interesting for this setting comes from a prediction by Nostradamus that told about a big evil lord in 1999. Since there was a solar eclipse in Eastern Europe at that time, don't you think it's a good story setting?

Mel: Why didn't Ayami Kojima do the artwork for *Dawn of Sorrow*?
IGA: We have 2 main reasons. One is because we were asking for her for help with *Curse of Darkness*, our other project. We had to have less work load for her. The other is that when we had her design for the GBA game, we weren't able to make it sell successfully, although the game itself scored high with reviewers and fans. We asked Sales for their thoughts — our conclusion was that GBA hardware demographics did not match the *Castlevania* target age group. As a developer, I was confident that the game was not only for mature audiences, so we made a big decision to go with an anime style, to appeal to the younger audience.

Cecil-kain: Now, you are on record as saying that Mathias (from *Castlevania: Lament of Innocence*) is indeed the Count Dracula we have known throughout the rest of the *Castlevania* series. Furthermore, we also know that Soma is Dracula reincarnate; however, he is not a vampire and appears to hold no Crimson Stone, but he somehow manages to collect all of these monster souls. Could you please explain the Mathias/Dracula/Soma connection in some more detail — also what connection, if any, does Soma's soul collecting ability have to the Crimson Stone?

IGA: Mathias becomes a Vampire and leaves Leon and changes his name and outfit to live quietly. He is ultimately renamed Dracula, which means dragon or evil. Dracula spends hundreds of years gaining magical powers and becomes the Evil Lord. In 1999, when he diminishes, most of the magical powers are cursed along with the castle, but those events did not diminish his spirit. The soul Soma inherited is not just the soul of a collector of monsters. He has great power on his own where he could have everything under him. At first glance he only looks like he's just a monster hunter. The Crimson Stone is the element that changed Dracula into the actual Evil Lord. As a result, he was able to obtain humongous dark magic and reincarnated Soma to utilize it.

Pfreak: It seems with each new *Castlevania* game, Dracula's castle gets more and more detailed. Typically how long does it take to design Dracula's castle?
IGA: Now that our games are being made in 3D, we think that there cannot be a Castle like this in reality. That's why we're making it more detailed. To be honest, we don't spend a lot of time on it. If you can take a look at illustrations, the tower and castle you're familiar with are still alive!

Raphael: What's keeping *Rondo of Blood* from being ported? I remember an old interview mentioning that there's some problems with it.
IGA: Oh well, we cannot work on the TurboGrafx. We simply need to port this title. But porting requires a lot of money, so I think this is the issue. We cannot simply use the original graphics as is, so more cost is involved. And also, a ported version is always compared to the newest installment of the series. I obviously cannnot have several productions going on at once for *Castlevania*, so I narrowed them down and subsequently, *Rondo of Blood* just never happened. All kinds of projects are in my head, but I just need more people and time... it's a big headache all the time (laughs).

Ashenian: Many game series (*Sonic the Hedgehog*, *Mega Man*, *Street Fighter*) have released anthology collections of their old games. Might we see a *Castlevania* anthology any time in the future?
IGA: Hmm, the only problem with *Castlevania* is that they all come out on various platforms. Making it for a single platform may be difficult. Maybe we could do some NES-only collections?

Rabite: What are your favorite 3 Castlevania games?
IGA: *Castlevania 3: Curse of Darkness*, *Castlevania* (original), *Akumajo Dracula X: Rondo of Blood* (sold only in Japan)

Ashenian: Some time ago there were rumors that a possible remake of *Castlevania III: Dracula's Curse* was in the works. Is there any truth to this?
IGA: Well, I had in my head, but hmm, I just wonder what happened. Since *Dracula's Curse* is one of my favorites, I would like to keep on thinking about how to make it happen.

Raphael: Are we likely to see more Nintendo DS Castlevania games?
IGA: I guess I have to do my best to work on it — I mean the game system's made already! All I can say is that if *Dawn of Sorrow* sells a lot, it will definitely happen. So please! Purchase *Dawn of Sorrow*!

Raphael: Can you tell us who the creator of Castlevania was?
IGA: Since this person no longer works at Konami, I can't tell you who this person is!

Raphael: Any plans or ideas about doing a game featuring the legendary 1999 battle between Julius and Dracula?
IGA: I have plans in my head (laughs). When time allows, I would like to make it happen. There are some empty timelines in the videogame series, so I would also like to consider it for future projects.

Raphael: Can you end the age-old battle and tell us which was created first... *Akumajou Dracula* Famicom or *Akumajou Dracula* MSX2?
IGA: In Japan, MSX came first, but for US market, NES came out first. This is my understanding.

Dark Metamorphosis: Are there any older *Castlevania* games you would ever want to remake, or would you prefer to concentrate on making totally new *Castlevanias*?
IGA: Making new *Castlevania* games is important and I still feel the need for it. But since I'm also a fan of the past series, I would like to make myself available to work on remakes, too.

Worst Ending	During the second battle with Dario Bossi, simply beat Dario
Bad Ending	During the second battle with Dario Bossi, use the Paranoia soul to enter the mirror. After you beat the new boss, Aguni, go back to the other side of the mirror and get the magic seal. Go to the center of the castle and enter the boss door without Mina's tailsman equipped
Best Ending	Use the Paranoia soul to fight Aguni, pick up the magic seal, and go back to the center of the castle. When you enter the boss door have Mina's talisman equipped. You will now get a more extended version of the game and all you have to do is beat it
Hard Mode	Beat the game with the good ending (beat Menace), after that, you can choose to start a new game + on that file in wither Normal or Hard difficulties
Hell Fire Soul	Complete Hard Mode with Soma and you will get the Hell Fire Soul (Dracula's Triple Fireball)
Play as Julius Belmont	Finish the game with the bad ending
Play as Alucard	Alucard joins Julius Belmont and Yoko to hunt down Soma Cruz in the Julius Belmont mode. Find him in the Demon Guest House, in the same room where he gave Soma Mina's Talisman during. You can switch between Julius, Yoka or Alucard
Sound Test Mode	Complete the game with the best ending and the Sound Test will appear on the Main Menu
Boss Rush Mode	Beat the game with best ending (All bosses)
Chaos Ring	Collect all souls to unlock the chaos ring. It will appear in one of the blue rooms of the abyss. It gives the user extreme MP regeneration (practically infinite) and a stat boost
Gold Ring	In the left part of subterranian hell, there is a slot machine door, make sure your last 3 digits of your gold are 666, the door will slide back, and you can get the gold ring, making monsters/candle drop more money
Rare ring at beginning of game	This only works if your DS has a Game Boy Advance slot. Have Aria of Sorrow in the GBA slot when creating a new game. You will start with the rare ring item in your inventory

Castlevania: Curse of Darkness

1476, Valachia

A great war raged between Dracula and humanity. Just when it seemed that there was no hope for mankind to prevail, out of the darkness and despair, a champion arose, a true-blooded vampire hunter named Trevor Belmont.

Belmont and his comrades triumphantly slew Lord Dracula, a truly glorious victory for all. However, the evil one did not pass from this world in silence. With his final words, Lord Dracula left a demonic curse that enshrouded all of Europe in misery and torment.

Ravaged by hideous plague and dire famine, the people's hearts turned black and murderous. The weak were slain without pity, while the land was pillaged and scourged without remorse.

Three years have passed since the death of Lord Dracula, and the invocation of Dracula's Curse.

Take control of the devil forgemaster Hector, who is seeking vengeance for the death of his beloved Rosaly. Falsely accused of witchcraft, she was burned at the stake in a sham trial orchestrated by Isaac, another devil forgemaster still loyal to Dracula's forces. Before you can make Isaac pay for his sins, you must journey across the cursed land of Valachia and make your way to Dracula's Castle. Along the way, hordes of terrifying fiends lie in wait, attempting to make each battle your last. It will be a tough battle, but by harnessing the power of the Innocent Devils and weapons that you create along the way, vengeance may finally be yours.

Released on November 5th, 2005 for the Sony PlayStation 2, and the Microsoft Xbox, Castlevania: Curse of Darkness is the tale of Hector, the Devil Forgemaster, and his quest of revenge for the wrongful death of his beloved Rosaly. Hector once served under Count Dracula, but defected to live among humans until Isaac, his former friend caused the death of Hector's fiance, Rosaly. This was all part of a plan to lure Hector back into Dracula's Castle, where Isaac awaits. Isaac believes that it is Hector's fault that Dracula was defeated by Trevor Belmont three years ago, and has his own revenge plans in mind. Hector uses his Devil Forgery skill to create Innocent Devils, who aid him in defeating enemies, and solving puzzles within the game. He meets a few others on his journey to battle Isaac. Julia Laforeze, a true witch that previously escaped the witch hunts, sells items and takes care of Innocent Devils that are not with Hector. She desperately wants for Isaac to be defeated. Saint Germain, a mysterious individual whose true motives are unknown. He wishes for Hector to stop his pursuit of Isaac...but for what purpose? Zead, a man that seeks to abolish the curse that is afflicting Europe. He wishes for Isaac to be vanquished so that the curse many finally be lifted. He constantly supplies Hector with information about Isaac and his whereabouts. And finally, making his return to a Castlevania game for the first time in many years is none other than the legendary Trevor Belmont, who destroyed Dracula and his evil forces in Castlevania III: Dracula's Curse. Trevor returns to Valachia after hearing rumors of a devil forgemaster once again stirring chaos in land. But the question is, will he help Hector or try to destroy him?

Castlevania: Curse of Darkness is an action packed adventure that should provide hours of exciting game play. Although it is a 3D game, its style of game play is similar to that of Symphony of the Night. While Curse of Darkness is not the most popular title in the franchise, it is still one of the most cherished by fans who have played it.

 Hector	The game's protaganist. A former devil forgemaster who betrayed Dracula three years ago. After renouncing his powers, Hector had been leading a normal life when his beloved was executed as a witch. He has vowed to exact revenge upon Isaac, who cleverly manipulated the witch trial.
 Trevor Belmont	The man who defeated Dracula three years ago. A descendant of the Belmont Clan, he wields the infamous whip, the Vampire Killer. He returns to Valachia after hearing rumors of a devil forgemaster once again stirring chaos in land. Will he help Hector or try to destroy him?
 Julia Laforeze	A true witch that escaped the witch hunts. Sells items and takes care of Innocent Devils that are not with Hector. She desperately wants for Isaac to be defeated.
 Isaac	A devil forgemaster that served Dracula alongside Hector. Convinced that Dracula's defeat at the hands of Trevor Belmont was due to Hector's betrayal, Isaac has lured Hector back to Valachia and forced him to once again embrace the dark power of devil forgery.
 Saint Germain	A mysterious individual whose true motives are unknown. He wishes for Hector to stop his pursuit of Isaac...but for what purpose?
 Zead	A man that seeks to abolish the curse that is afflicting Europe. He wishes for Isaac to be vanquished so that the curse many finally be lifted. He constantly supplies Hector with information about Isaac and his whereabouts.
 Dracula	Dracula has risen again, three years after his defeat by Trevor Belmont. The Count seeks revenge upon Hector, whom he feels is nothing but a traitor.

Enemy	Location	Dropped Items	Stolen Items	When to Steal
Amduscias	Infinite Corridor, Dracula's Castle, Tower of Evermore (17F, 16F, 14F)	Forgotten Memory, Angel Halo	200 Gold	When he does his dash attack (he will try to hit you with his book), roll out of the way and steal from him
Armor Knight	Abandoned Castle, Baljhet Mountains, Garibaldi Temple, Tower of Eternity (6F)	Aluminum, Gano	Magical Ticket	As he attacks
Armored Sprinter	Aiolon Ruins, Dracula's Castle, Tower of Evermore (25F)	Red Steel, Stun Resist Ring	100 Gold	Perfect guard either of his attacks often, and eventually his window of steal will open. It seems to happen randomly
Assassin Zombie	Forest of Jigramunt, Cordova Town, Aiolon Ruins, Dracula's Castle, Tower of Eternity (34F), Tower of Evermore (19F, 18F, 11F)	Indigo Steel, Jade	200 Gold	The moment he jumps out of the ground (must target as he's landing) or after an uppercut attack. If you have bombs, attack him with a bomb near a wall, and steal while he is falling
Basilisk	Location: Forest of Jigramunt, Tower of Eternity (42F), Tower of Evermore (47F, 46F, 13F)	Ramen	200 Gold	Anytime while it runs or dives during its sliding attack
Blaze Master	Garibaldi Temple, Mortvia Aqueduct, Tower of Eternity (33F)	Ancient Memory	Ceremonial Tool	After perfect guarding his flip attack, you must steal from him as he flies back. In order to do this make sure his back is to a wal
Blaze Phantom	Infinite Corridor, Tower of Evermore (39F, 38F)	Punch Rings	Dark Matter	After perfect guarding his flip attack, you must steal from him as he flies back. In order to do this make sure his back is to a wall
Blood Skeleton	Baljhet Mountains, Garibaldi Temple B1 (2 rooms before Legion), Tower of Evermore (32F, 31F, 8F, 7F)	None	50 Gold	When he throws his arms back. He will usually only do this mid-range
Bone Soldier	Mortvia Aqueduct, Forest of Jigramunt, Aiolon Ruins, Infinite Corridor, Tower of Eternity (3F)	Steel, Knight's Vein	50 Gold	Anytime during his jump attack
Cockatrice	Baljhet Mountains, Tower of Eternity (17F), Tower of Evermore (7F, 6F)	Jet Black, Sunnyside Up Egg	100 Gold	When it does its Stone Breath attack, get behind it and steal
Cyclops	Baljhet Mountains, Dracula's Castle, Tower of Eternity (8F), Tower of Evermore (22F, 21F)	Rice	Jet Black	When he buries his club into the ground, he will start to spin the club then strike you with it at the end. The final strike will open his window of steal as he recovers
Dark Warlock	Mortvia Aqueduct, Forest of Jigramunt, Tower of Evermore (21F)	Steel, Spirit of Fuji	50 Gold	As he casts a spell
Dead Baron	Garibaldi Temple, Cordova Town, Eneomaos Machine Tower, Tower of Eternity (24F)	Knight's Vein, Wine	Holy Man's Vein	During his teleport uppercut, block and steal from him as he lands
Dead Fencer	Garibaldi Temple, Cordova Town, Eneomaos Machine Tower, Tower of Eternity (24F)	Knight's Vein	Holy Man's Vein	Anytime after of during his dashing thrust attack
Death Ripper	Eneomaos Machine Tower, Dracula's Castle, Tower of Evermore (10F)	Ice Cream	100 Gold	As they land from each jump, and while they recover from their jump attack. You can also steal from him shortly before and after his slide attack
Duke Mirage	Tower of Evermore (16F, 15F)	Light Ring	500 Gold	When he does his dashing thrust attack (many thrusts). He will slightly pause before he does this. Back away, roll out of his way when he dashes, then steal while he ending the thrusts
Ectoplasm	Garibaldi Temple, Mortvia Aqueduct, Infinite Corridor, Tower of Evermore (23F)	Uncurse, Curse Sealing Ring	50 Gold	When it moves towards you and tries to curse you
Efreet	Garibaldi Temple (outside), Dracula's Castle, Tower of Eternity (19F), Tower of Evermore (33F)	Jet Black, Sunnyside Up Egg	Sun Tears	Attack him until he is extremely low in health and wait for him to grab you and attempt his suicide move. When he grabs you, shake free (with the left analog), then steal before he explodes

Enemy	Location	Dropped Items	Stolen Items	When to Steal
Evil Core	Garibaldi Temple (B1)	Miracle Egg	Dark Crystal	Hit an Evil Core, pause, then steal
Executioner	Abandoned Castle, Cordova Town, Dracula's Castle, Tower of Eternity (49F), Tower of Evermore (27F, 26F)	Hamburger	50 Gold	Anytime during his ground pound attack
Fenrir	Abandoned Castle, Baljhet Mountains, Garibaldi Temple, Tower of Eternity (9F)	Wild Memory, Hot Dog	10 Gold	Perfect guard its lunge attack, then steal while it recovers
Final Guard	Infinite Corridor, Dracula's Castle, Tower of Evermore (39F, 38F, 36F, 31F)	Adamantine, High Potion	500 Gold	When he does his flame attack, roll behind him or beside him and steal
Fishman	Mortvia Aqueduct, Aiolon Ruins, Tower of Eternity (14F), Tower of Evermore (37F)	Ancient Memory	Aquamarine	Anytime during his rolling attack
Flame Demon	Forest of Jigramunt (near Tower of Eternity), Eneomaos Machine Tower, Aiolon Ruins, Dracula's Castle, Tower of Eternity (46F), Tower of Evermore (48F, 47F, 34F, 33F)	Sun Tears	Phlogiston	Have a battle-type equipped, staying close to your battle-type, have him do Brute Force when the demon comes in for claw attack, simply double jump and steal
Flea Man	Garibaldi Temple, Dracula's Castle, Tower of Eternity (18F), Tower of Evermore (42F, 41F, 40F, 20F, 3F)	Milk	10 Gold	As they land from each jump, and while they recover from their jump attack
Frost Demon	Dracula's Castle, Tower of Eternity (48F), Tower of Evermore (26F, 25F)	Ice Cream	100 Gold	While he recovers from his downward strike
Frost Dragon	Mortvia Aqueduct, Dracula's Castle, Tower of Evermore (29F)	None	50 Gold	Before it shoots ice shards
Gaibon	Aiolon Ruins, Dracula's Castle, Tower of Eternity (28F), Tower of Evermore (19F, 9F)	Piroshki	50 Gold	While he does his stun attack
Ghost	Abandoned Castle, Baljhet Mountains, Garibaldi Temple, Tower of Eternity (7F)	None	50 Gold	After perfect guarding their attack
Ghoul	Cordova Town, Dracula's Castle, Tower of Evermore (15F, 11F)	White Steel, Ramen	100 Gold	Anytime before either of his attacks
Gi-Lee	Infinite Corridor, Dracula's Castle, Tower of Evermore (20F)	None	1 Gold	Let him steal from you, and follow him around until right before he escapes with a smoke bomb. Quickly steal from him before he tosses the bomb. I would recommend saving before attempting this since he only steals rare items
Golden Bones	Tower of Evermore (1F)	Miracle Egg	1000 Gold	During his jump attack
Great Armor	Forest of Jigramunt, Cordova Town, Eneomaos Machine Tower, Aiolon Ruins, Tower of Eternity (44F), Tower of Evermore (44F, 43F, 41F)	Steel, Short Sword	Carbon Steel	When he does his charge attack
Harpy	Eneomaos Machine Tower, Dracula's Castle, Tower of Evermore (6F, 5F)	Red Steel	Orichalcum	The moment it lets you go from a full grab attack. Allow the Harpy to grab you, and then tap X until it lets you go for a double jump in the air, then immediately steal during the jump
Iron Gladiator	Eneomaos Machine Tower, Dracula's Castle, Tower of Evermore (46F, 45F, 4F)	Soft Leather Armor	Damascus Steel	When he does his spinning iron ball attack, as he finishes with a slam. Stay close to him until he starts the attack then roll away. He will start to spin the iron ball, when he leans back to slam the ground, run toward him and steal
Jin	Aiolon Ruins, Dracula's Castle, Tower of Evermore (28F)	Midas' Gold	Frenzy of Wind	When he floats directly backwards. Try to attack him once, then roll away, and rinse and repeat until he does it. He will usually only do this when his life is low

Enemy	Location	Dropped Items	Stolen Items	When to Steal
Lesser Demon	Garibaldi Temple, Tower of Eternity (26F)	Aluminum, Lollipop	Spirit of Fuji	During his drill attack
Lizardman	Baljhet Mountains, Tower of Eternity (22F)	Jet Black, Leather Helmet	50 Gold	When he recovers from his jumping spear attack
Lizard Shaman	Cordova Town, Eneomaos Machine Tower, Tower of Evermore (36F, 34F)	Indigo Steel	Ether	When he does his flame attack, roll behind him and steal
Merman	Abandoned Castle, Mortvia Aqueduct, Tower of Eternity (14F), Tower of Evermore (29F, 28F)	None	50 Gold	Anytime during his rolling attack
Necromancer	Eneomaos Machine Tower, Aiolon Ruins	Red Steel, Spirit of Fuji	100 Gold	As he casts a spell
Orc	Baljhet Mountains, Garibaldi Temple (outside), Tower of Eternity (4F)	Aluminum, French Fries	10 Gold	Anytime while he is shooting or preparing to shoot
Phantom Sword	Garibaldi Temple, Tower of Eternity (16F)	Knight's Vein, Ramen	100 Gold	Anytime after he throws his sword like a boomerang, until the time he catches it
Rapid Sniper	Aiolon Ruins, Dracula's Castle, Tower of Evermore (49F, 48F)	Ceramics, Pork Bowl	100 Gold	Anytime while he is shooting or preparing to shoot
Red Ogre	Forest of Jigramunt, Dracula's Castle, Tower of Eternity (37F), Tower of Evermore (49F), Tower of Evermore (43F, 42F, 5F, 4F)	Indigo Steel	Galtite	When he does his jumping shockwave attack steal from him while he is coming down from the jump
Skeleton	Abandoned Castle, Baljhet Mountains, Garibaldi Temple, Dracula's Castle, Tower of Eternity (1F, 11F, 21F, 31F, 41F)	Bronze	10 Gold	Anytime before, after, or during an attack
Skeleton Blaze	Abandoned Castle, Baljhet Mountains, Tower of Eternity (12F)	Wild Memory	Potion	As he sidesteps
Skeleton Rider	Cordova Town, Tower of Eternity (29F), Tower of Evermore (35F)	Dung	Dragon Scale	Jump and attack the skeleton on top of the dragon. When the skeleton is defeated steal from the dragon
Skeleton Trooper	Aiolon Ruins	Ceramics	200 Gold	When he does his charge attack (2 hits), you must steal during the first part of the attack. Wait until right before his dragon yells before the first part of the attack, then dodge to the side and steal
Slogra	Garibaldi Temple, Aiolon Ruins, Dracula's Castle, Tower of Eternity (27F), Tower of Evermore (9F, 8F)	Borscht	100 Gold	As he flies back from an attack. Use combo X, O (with a sword) near a corner then steal
Sniper Orc	Forest of Jigramunt, Eneomaos Machine Tower, Tower of Eternity (39F)	Ancient Memory, Carbon Steel	50 Gold	Anytime while he is shooting or preparing to shoot
Spectral Sword	Garibaldi Temple, Infinite Corridor, Tower of Eternity (16F)	Knight's Vein, High Potion	200 Gold	While it is performing its beam attack, steal from its back
Spirit	Baljhet Mountains, Forest of Jigramunt, Infinite Corridor, Dracula's Castle, Tower of Eternity (23F, 32F), Tower of Evermore (45F, 32F)	Potion	10 Gold	When it staggers from blocking its attack
Thief	Garibaldi Temple, Mortvia Aqueduct, Dracula's Castle, Tower of Eternity (38F), Tower of Evermore (40F, 30F)	None	1 Gold	After his spin attack when he recovers

Enemy	Location	Dropped Items	Stolen Items	When to Steal
Thunder Demon	Aiolon Ruins, Tower of Eternity (47F, 17F)	Storm Ring	Lightning Stone	After he blocks an attack in the air. Equip some low-level punch knuckles and jump and hit him about three times. Eventually he will block and open his window of steal
Thunder Dragon	Forest of Jigramunt, Infinite Corridor, Tower of Evermore (19F)	None	50 Gold	Before it shoots electricity balls
Undead Lord	Eneomaos Machine Tower, Aiolon Ruins, Infinite Corridor, Dracula's Castle	Red Steel	100 Gold	Anytime during his jump attack
Unicorn	Infinite Corridor, Tower of Evermore (24F, 23F)	Forgotten Memory, Beelzebub's Seal	200 Gold	At the end of his spike attack
Vassago	Forest of Jigramunt, Cordova Town, Eneomaos Machine Tower, Aiolon Ruins, Dracula's Castle, Tower of Eternity (36F)	None	Ceremonial Tool	Perform an uppercut attack (R1 + Square, Square + X) and steal from them in the air
White Dragon	Abandoned Castle, Aiolon Ruins, Infinite Corridor, Tower of Evermore (39F)	None	50 Gold	While he is charging for his fireball attack
White Gravial	Cordova Town, Eneomaos Machine Tower, Tower of Evermore (13F, 12F)	White Steel, Serum	100 Gold	During its poison attack
Wight	Eneomaos Machine Tower, Aiolon Ruins, Infinite Corridor	None	100 Gold	Perfect guard its spin attack, then steal immediately afterwards
Wizard	Abandoned Castle, Baljhet Mountains, Garibaldi Temple, Tower of Eternity (13F)	Spirit of Fuji	Memorial Ticket	As he casts a spell
Wolf Skeleton	Mortvia Aqueduct, Forest of Jigramunt, Tower of Eternity (43F)	Potion	50 Gold	When it sinks into the ground you must steal while it does its lunge attack from the ground. Wait until right before it does the lunge attack, roll to the side or away from it, and steal while it is in midair or landing from the attack
Zombie	Abandoned Castle, Baljhet Mountains, Cordova Town, Dracula's Castle, Tower of Eternity (2F)	Wild Memory	10 Gold	Anytime

Boss	Location	Stolen Items	When to Steal
Crazy Armor	Abandoned Castle	Galtite (Boss Rush Mode only)	When drills his head into the ground, you have to steal from his back
Death	Dracula's Castle	Death's Pulse	At the end of his Big Bang attack, use a Devil-type's Magic Circle to move up on Death as the explosion is about to end then quickly end the ability and steal
Dracula	Dracula's Castle	Tomato Juice	Right after dodging his grab attack. Jump and steal from the upper portion of his body
Dracula (2nd form)	Dracula's Castle	Vampire Blood	As he flies toward the platform with a dashing punch, you can steal from him the second he stops. Try to roll out of the way and then immediately steal
Dullahan	Infinite Corridor	Purple Glitter	When he goes to do his jumping attack you must steal from his back in the air. As he jumps, do a normal jump and steal from him as he reaches the ground
Isaac	Cordova Town	Devil's Vein	At the end of his dashing uppercut move, block the uppercut and steal from him as he falls The move is a long distance attack so he will only do it when you are far away
Isaac (2nd fight)	Dracula's Castle	Cheese	As he flies back from an attack. Try to get him close to a wall, then knock him back with a combo or battle-type Innocent Devil, then steal
Legion	Garibaldi Temple (B1)	Pizza	When you have knocked away all the dead bodies and the core is revealed, target the core, jump toward it and steal from it
Minotaurus	Forest of Jigramunt	Devil Iron	As he comes down from his jump attack, do a jumping backflip, then a jumping forward flip and steal from his head. Make sure to do the first jump extremely late in order to steal.
Nuculais	Garibaldi Temple (B1)	Napoletana	As he begins to perform his grab attack, you must perfect guard his hand at the moment he hits you, and then run up and steal
Saint Germain	Eneomaos Machine Tower	Immortal Fragment	Use the mage-type Innocent Devil to freeze time as the boss stops time, and run up to him then steal. It is best to wait for him to do this move, then quickly run up to him as he stops time, that way when you freeze time, you will be right next to him
Skeleton Diver	Mortvia Aqueduct	Sushi	When the fish dashes toward you while up on the platform (and the skeleton is on the fish's back), double jump toward the fish at comes near and steal from the skeleton on top
Trevor Belmont	Abandoned Castle	Curry	During his holy cross move, when he lands there is a small window of opportunity to steal from him. To steal from him, stand right next to him during his Holy Cross move (just about to where it hits you) then steal the moment he lands
Wyvern	Baljhet Mountains	Shortcake	When the wyvern gets his head stuck in the dirt, jump on his back. He will start to fly and carry you extremely far up in the air. The purple marker will appear after about 7 seconds while in the air

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Castlevania: Curse of Darkness

Gaming's most renowned series makes its exalted second appearance on PS2

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Three years have passed since Trevor Belmont and his companions vanquished Dracula. But the magic power of the curse Dracula unleashed upon his death began infecting all of Europe. Pestilence, mob violence and heresy became rampant, and people continued to fall deeper into darkness...

Amidst all of this, Hector—a Devil Forgemaster who had once refined his skills under Dracula—has fled in pursuit of a peaceful life as a human. He never imagined that his old friend Isaac, the other Devil Forgemaster, would suddenly appear and implicate his wife in a deadly conspiracy. As vengeance for his beloved wife, Hector pursues Isaac back to his former home, now completely morphed by Dracula's dark magic...

CASTLEVANIA

CURSE OF DARKNESS

With an emphasis on adventure, Castlevania again beckons

The most exalted, time-honored action game franchise in all of gaming, Castlevania has become renowned for fusing action and art like no other game series in history. The combination of Koji "Iga" Igarashi's vision, Ayami Kojima's art and the music of Michiru Yamane have produced some of gaming's most compelling moments, monsters and myths, leaving an indelible mark on its disciples worldwide. Castlevania doesn't have fans; it has an order of purveyors, like Dracula's own concubines. What Miyamoto is to Mario, Kojima to Metal Gear, and Itagaki to Ninja Gaiden, Igarashi is to Castlevania: a form of union that has become all but extinct since the criteria for getting an original game approved has become synonymous with creators handing over the rights to their creations. Perhaps that is why we cling so tightly to the few visionaries we have left. The declaration of each new Castlevania brings about a level of almost unbearable anticipation followed by almost ritual gameplay and then tribunal. It's a beautiful thing.

We found out about Iga's latest assault on Castle Dracula (and this time its grounds) back in early November (talk about keeping a secret), but weren't allowed a peek at the game until mid-December, leading to weeks of speculation and hope as to whether or not Iga would finally do for 128-bit 2D what he did for 32-bit when he created arguably the best video game ever made in Castlevania: Symphony of the Night. And while he's elected not to once again, you'll discover here that he's not only willing, but plans to, giving the Castlevania faithful solace in the fact that 2D Castlevania will one day live again.

For its final bid on PS2 following Lament of Innocence, Iga seems focused on perfecting Castlevania in 3D, and given the way he's going about it by way of a strengthening the RPG elements that have always lurked in the shadows of Castlevania, we think we can see our way clear to waiting a bit longer for side-scrolling Castlevania to live again... Dave Halverson

Castlevania: Curse of Darkness

Point of Interest

Castlevania artist Ayami Kojima (see cover) was an office worker until she was asked to do some illustrations part time. She never took art in school or imagined it as a career; it was merely a hobby.

System: PlayStation 2
Developer: KCE Tokyo
Publisher: Konami
Available: Fall 2005

"The declaration of each new Castlevania brings about a level of almost unbearable anticipation..."

Koji "Iga" Igarashi
producer, Castlevania series

"I want to keep working on 2D games. However, my current goal is to make a better 3D action game, so that's taking a big part in me right now."

play: Here we are again! How have you been?
Koji Igarashi: I'm dead...err...not... I'm doing fine, thanks!

The best news we ever get is that a new Castlevania is coming. Have you been working on this alongside NanoBreaker? How do you divide your time these days?
Recently, NanoBreaker's been settled, so I spend most of my time on Castlevania.

When you embark on a new game in the series, who comes up with the time and storyline and the lead character? Is there a committee or is it all you?
Oh yes, it's all by myself. I discuss the game concept with my director first and when the specification is confirmed, I come up with the characters and timeline. Then I work on a detailed storyline. There are times when my team makes specific requests such as including a certain monster in the game that does a special attack. For those kinds of requests, I often need to implement those into my script.

Even though side-scrolling games are rare these days, Symphony of the Night is regarded by many as one of the best games ever made and did well when everything else was going 3D. Do you feel you've taken 2D Castlevania as far as it can go? Is that the reason you haven't made a side-scroller for console since?
Oh yes, 2D is my favorite game style too! I want to keep working on 2D games. However, my current goal is to make a better 3D action game, so that's taking a big part in me right now.

Onto the new game, which looks beautiful, as usual...
Thank you very, very much! Those comments will be a big encouragement to all of our staff. Please say it more! [laughs]

As Dracula's ex-Forgemasters, neither Hector nor Isaac is associated with the Belmonts. Is this a darker, more personal story within the confines of Castle Dracula?
This time, the game is themed with "revenge." It may sound unusual for Castlevania; in that sense, it may be darker. Belmont? Yes, there will be. But how? Please look forward to how the Belmonts interact with this story.

This installment takes place three years after Trevor defeated Dracula, making it 1479, around the same time Alucard was introduced. Might their paths intersect at some point?
Alucard rests in magic sleep right after he defeated Dracula in 1476. I'm sure the Hector and Alucard timeline tells that there is some intersection between them, but in this game, there will be no episodes on them.

We've seen a few areas outside of the castle. Does a lot of the gameplay take place outside? Have you expanded the scope of the game?
Oh, yes. We expanded the scope of the game. Last time with Lament of Innocence, it was set under the concept of "castle in the night"—this one is new. So with this game, we are planning on outside stages. This time, stages are set not only in the castle, but the environment that surrounds the castle.

The ability to cultivate and mature Innocent Devils to do Hector's bidding sounds incredibly intriguing. Is this a main mechanic in the game?
Yes, this is the main mechanic of the game. Innocent Devils will function to assist your battles and movement.

How does the player evolve the Innocent Devils? What is "devil forgery"? Are these the guys that have been throwing nasty beasts at us all these centuries?
Devil forgery is to generate devils by using magic power, just like an alchemist. With gigantic power to create devils—this is how we came up with the naming devil forgery. Innocent Devils made from devil forgery are exactly the same as you fought against for all these centuries, just from its image, but in this game it might be better to think that they're something else. Thus, enemies you'll be confronting in the game will *not* be Innocent Devils. Innocent Devils exist as something else in the game. And these Innocent Devils grow (or get fed) by the player as you defeat monsters in the game, and each Devil will evolve according to your gameplay. Evolution will branch according to how you collect them.

Do they travel with Hector or are they area-specific?
An Innocent Devil is always with Hector. There are five different Devil types; each type branches out to a couple of variations. Not all of them exist or appear in the game; the player has to use devil forgery at some certain point in the map to generate a new type. In the game, the player can [actively] use one Innocent Devil, but he can keep a couple of types all the time and switch to the suitable Innocent Devil according to the situation.

Aside from the Devils, what other types of adventure or role-playing features are you implementing?
The player is introduced with experience points. Also, weapon variation is set.

Images such as this are what Castlevania fans live for...

An example of how Innocent Devils evolve.

Equipped items such as swords and spears can be switched. The core part of the adventure element is basically the new Innocent Devil feature.

How are sub-weapons and magical powers being handled this time?
This time, sub-weapons and magical relics will be Innocent Devils. They have their own special abilities, so the player will utilize its characteristic to clear each land formation. Also, Innocent Devils master various attacks as the game proceeds. In that, it utilizes magic consumption in the game.

How is the gameplay balanced? Does it lean toward melee, platforming, exploration and puzzle solving?
The gameplay is balanced mainly on battle. Yet, elements using the Innocent Devils will add an exploration element in the game. We have many, many gimmicks and traps in the game, so I'm confident players will get their fill of adventure elements as well.

So, the method of forging ahead, opening new areas by acquiring items and moves has been put on hiatus...
The keywords to access to new areas are Innocent Devils. Their abilities, such as using monster power, for example, will help the player to easily open heavily closed doors.

Flying ability is another thing...the player can cling on to an Innocent Devil and fly over a valley, etc.

Will this game's bosses be of the massive behemoth variety or more the crafty undead type?
We're prepared with various types of monsters, from humanoid undead types to gigantic monsters. Exclusively for Play, we've prepared one of the gigantic types. This is a really big monster!

Is there anyone else left in the castle at this point aside from mutated beasts? Might we meet some new inhabitants?
In this game, the story progresses as Hector encounters with a few people. So unlike Lament of Innocence, where the player interacts only with monsters...[that] is not applied in the new game. When you say inhabitants, a witch who evaded the witch hunt lives in Wallachia, where the Castlevania story is based.

Will there be a shop of any kind, or does leveling-up happen solely in real time?
...The witch I mentioned will run a shop. Also, the player can increase the number of Innocent Devils in the game. For Devils Hector cannot take, this witch will take care of them. Leveling up happens when you defeat monsters in real time.

An Innocent Devil comes to Hector's aid to open a previously impenetrable passage.

"Hector utilizes Innocent Devil power. He can fly in the air, move with high speed, or even attack with some overwhelming power..."

Koji "Iga" Igarashi, producer

The first time Alucard ran into the castle...seeing the character animation... hearing the music fade in...that is one of the single greatest moments in gaming history. Do you still pay special attention to each entrance? Think you'll ever top that?
Of course, we always aim to go over the top of what we created in the past. With this game as well, we want to go beyond that of our past games!

Tell us about Hector. With his sword and experience points, he seems a bit like Alucard...
Hector has nothing to do with Alucard, but if I pick up some look-alike parts, both of them have Dracula-side abilities. And that neither of them is even interested in Dracula. Hector himself once respected him in the past.

When Dracula started to harm humans back in 1476, Hector decided to leave Dracula's party, made a decision to go back to a normal life. But his old buddies wouldn't forgive him. They spent three years to find out where Hector was, and informed his beloved that she was a witch to a heretic advisory committee.

Hector, seeing his beloved punished for no reason, discovered that one of the reasons she was killed was due to the other Devil Forgemaster, Isaac. Hector then returns to his hometown Wallachia to find Isaac. He can use a sword because he's trained with various weapons and to treat Innocent Devils effectively.

How does he fight? Is he limited to the sword, or will he wield other weapons?
He uses various weapons such as swords, axes, spears, etc. It's up to the player to decide what to use depending on its ability of power, speed, etc.

Arguably the most elegant and graceful character ever created, is it possible to capture the fluidity of Alucard in 3D? The way he ran with that slight forward lean echoed by trails of essence... Think polygons will ever get us back there?
Oh, well, it is quite tough to express things when it turns into a 3D environment. Especially with echoed trail essence, as it is hard to make it happen in 3D. When you say slightly forward, I assume how he starts running? If so, maybe we can meet your request...

Aside from walking and running, does Hector have any special evasion tactics, powers or athletic prowess?
Hector utilizes Innocent Devil power. He can fly in the air, move with high speed, or even attack with some overwhelming power—it all becomes possible by Innocent Devils.

What are you most proud of regarding the actual Hector model? What will he be remembered for?
We will continuously work to polish and revise his model, but in the final product, you'll be seeing close to that of Ayami Kojima's character design. Simply looking at it will leave remembrance in each player's mind. Also, motion itself has been made extravagantly, so I see some elegant fight battle images too.

Speaking of the games technology: is this a new engine?
Based upon Lament of Innocence, we used the polished game system from the NanoBreaker and Silent Hill engine and re-created the whole new engine for this game.

In constructing the world, is your emphasis on mass or detail...or a bit of both? Are there actual expanses in the game where we can see far into the distance?
The emphasis is on overall image. As to the detailed part, I have a group of talented and reliable resources, so I leave everything up to them. Whether or not you can see far into the distance...since Wallachia is very

mysterious and a fantasy world, it may not be so visible in the distance, but there will be some areas that are definitely wide-open for you to see.

It's still linear though, right? Or will it branch like Castlevania III?
It will not be a branch type, but not as linear as Lament of Innocence. To make it easier for you to understand, it will be reminiscent of Symphony of the Night, where all maps are connected [and] each area is accessible.

What about lighting, texturing and special effects? You always manage to raise the bar. Any new tricks up your sleeve?
With this new product, since we're planning a free camera angle, I'm asking my team staff to work harder on texturing than Lament of Innocence. Any tricks? [laughs] We just do our best, that's all. Right now, the team is really trying to come up with the best effects for the game.

Are you working with the same team as Lament?
The main core staff is from Lament. In addition to the core staff from the previous game, we have NanoBreaker team staff as well as Silent Hill team staff.

You must be intrigued by the specs of the GameCube and Xbox. Why develop solely for PS2?
The main reason for developing on PS2 is because we had Lament of Innocence on PlayStation 2. And I guess the installed base of the hardware is the major factor. But, that doesn't mean that I'm not interested in other consoles.

Way back when the most anticipated Dreamcast game was, of course, Castlevania Resurrection, it featured a female lead, Sonya Belmont (Trevor's mother, I suppose). Have you considered another Castlevania with a female lead?
I'm always thinking of having a female lead character for my game. Especially because with my stories, a female dies most of the time...

For this game, since the concept was on "revenge," I simply thought it would be better suited for a male character rather than female. But it's a good point. When I look back [on] why I don't have many female characters in Castlevania, it may be because I worked too much on Tokimeki Memorial in the past, and I'm unconsciously avoiding that part!

You realize that if you put the lost levels of Resurrection into a new Castlevania as a bonus, you would make our lives complete. Does the game actually exist in some form somewhere?
Hmm...very tough request. Actually, I'm sooo tied up with the current project itself, I'm not sure if I can work on that part. But it's interesting idea I would like to carry out sometime in future.

It's been an honor once again. Best of luck completing the game. See you at E3!
See you soon!

Coverage continues with an interview with Castlevania music composer Michiru Yamane

Hector and a winged friend take on one of the game's many familiar creatures.

Interview

Michiru Yamane
composer, Castlevania

"With this project, I have aimed more somberness and divinity into the orchestral sound, as well as going back to elements from Symphony of the Night..."

play: Your contribution to Castlevania has left an indelible mark on anyone who has played it. All of your Castlevania music, from the most simplistic to the grandeur of Symphony of the Night (the best music ever put to a video game) is simply divine. Are you sticking to the series' spiritual and Gothic orchestral roots this time out?

Michiru Yamane: Thank you very much for your comments. "Simply divine"—it's such a great honor for me. As you mentioned, spiritual and Gothic orchestral music is inevitable for Castlevania music composition. Orchestra itself is inevitable for my music expression, too; it's very familiar to me and it's something I can put my emotions into it.

With this project, I have aimed more somberness and divinity into the orchestral sound, as well as going back to elements from Symphony of the Night, such as using actual guitar sound. I came up with something new for the Castlevania music that players can enjoy and get excited about.

Has the new, broader design inspired your score in any way?

I admit that the whole game concept made to a broader audience influenced my vision for composition. But at the same time, I always think to myself how the audience would react to my music.

Considering the fact that Castlevania has been played by many, many gamers worldwide (in Japan, U.S., Europe and recently in Korea was well), I do my best to pull out information from the development team as well as each territory's marketing staff…and consider what kind of music style, rhythm and harmony are suitable for Castlevania.

Do you write your music based on visual milestones as the game development progresses or create many separate pieces based on the overall treatment to merge with the game once it's complete?

I start to compose [from] whatever the development team has for the game visually. Even if they don't have anything to work from, I start my work as soon as my music idea or image is made—and brush up the soundtrack at each milestone.

Anything in particular you can share with Castlevania fans waiting to hear your latest opus?

Right now, we are considering the use of a vocal soundtrack for the new Castlevania, but I really don't have any detailed information as of now. We'll keep you posted with news on this! **play**

Painting: Ayami Kojima

Area 1 - Abandoned Castle

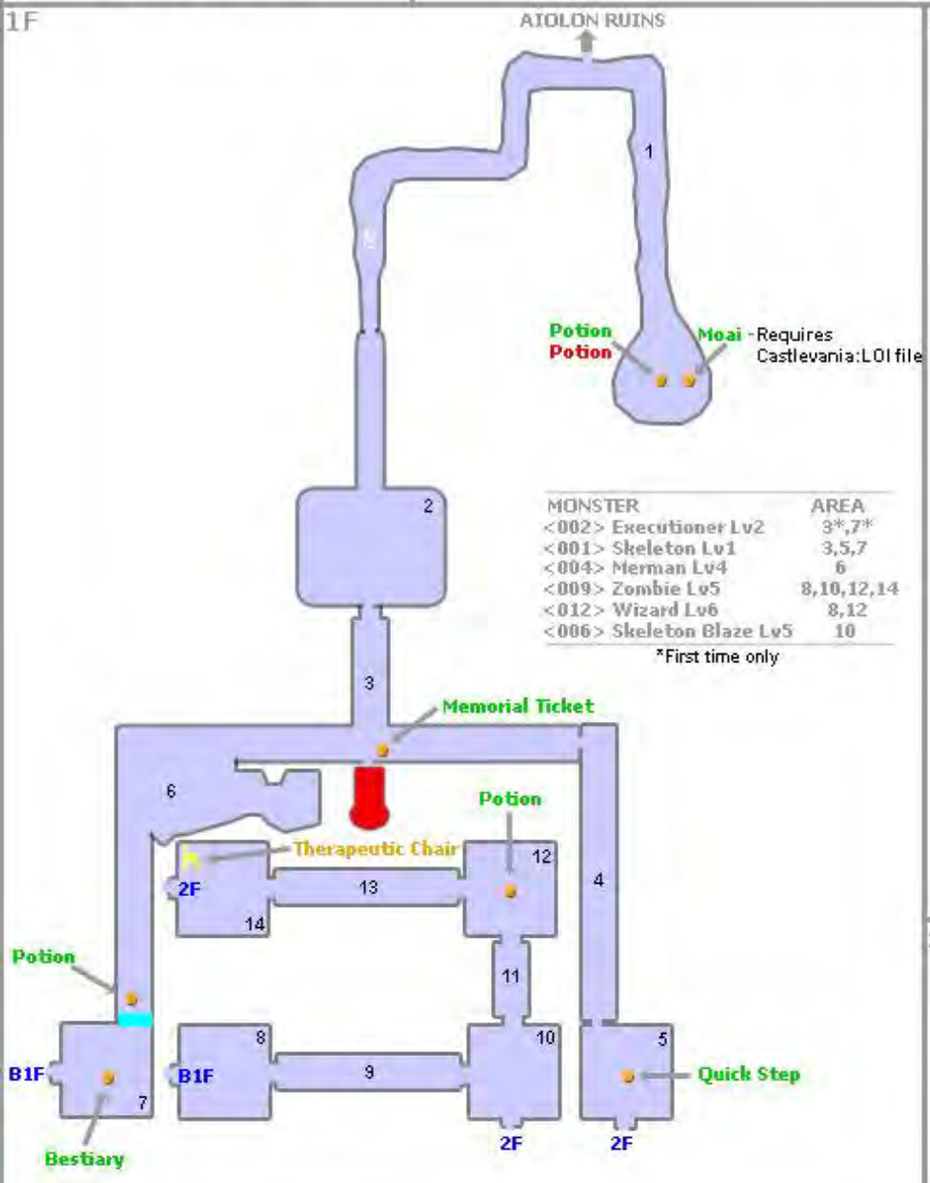
Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 01/31/06
starion_gf@yahoo.com

Item | Fairy Box | Healing Field | Chair

GREEN TEXT - Hector only
RED TEXT - Trevor only

Path - Opens after destroying the pillar
Locked Door - Unlock with Dragon Crest
Stairs - Opens after Aiolon Ruins cutscene

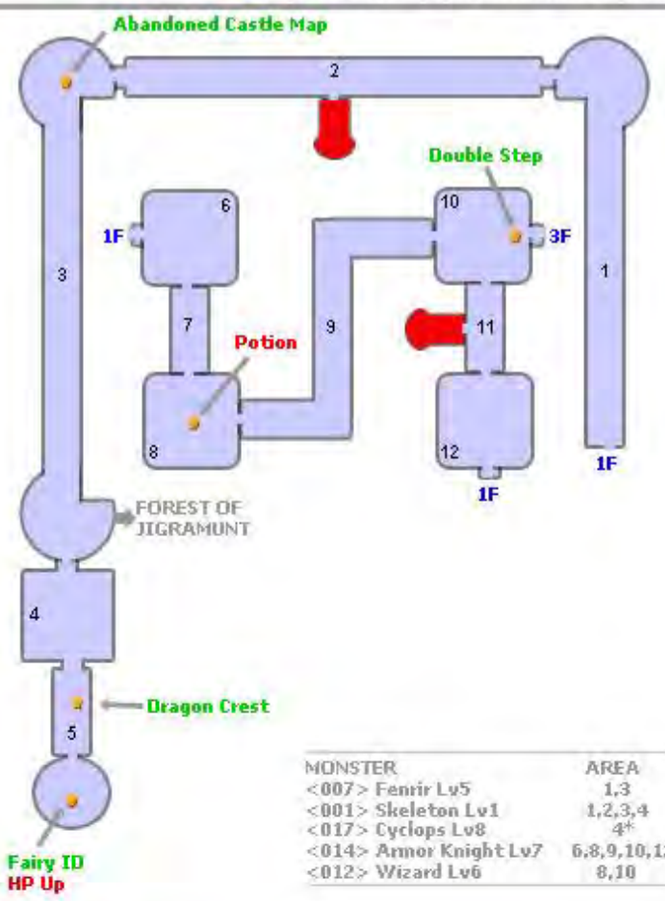
1F



MONSTER	AREA
<002> Executioner Lv2	3*,7*
<001> Skeleton Lv1	3,5,7
<004> Merman Lv4	6
<009> Zombie Lv5	8,10,12,14
<012> Wizard Lv6	8,12
<006> Skeleton Blaze Lv5	10

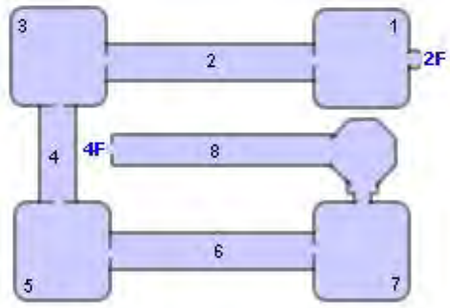
*First time only

2F



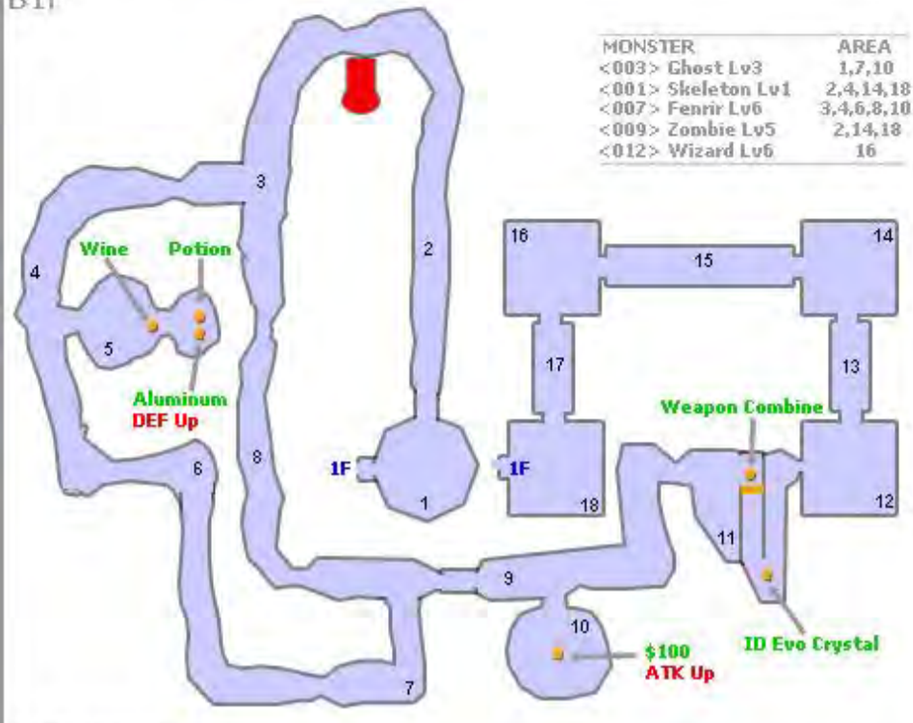
MONSTER	AREA
<007> Fenrir Lv5	1,3
<001> Skeleton Lv1	1,2,3,4
<017> Cyclops Lv8	4*
<014> Armor Knight Lv7	6,8,9,10,12
<012> Wizard Lv6	8,10

3F



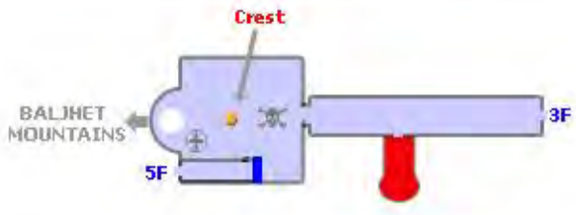
MONSTER	AREA
<012> Wizard Lv6	1
<006> Skeleton Blaze Lv5	1,3,5,7
<022> White Dragon Lv10	3*,7*

B1F



MONSTER	AREA
<003> Ghost Lv3	1,7,10
<001> Skeleton Lv1	2,4,14,18
<007> Fenrir Lv6	3,4,6,8,10
<009> Zombie Lv5	2,14,18
<012> Wizard Lv6	16

4F



MONSTER	AREA
<020> Crazy Armor Lv9	☠

5F

MONSTER	AREA
<112> Trevor Lv40	☠

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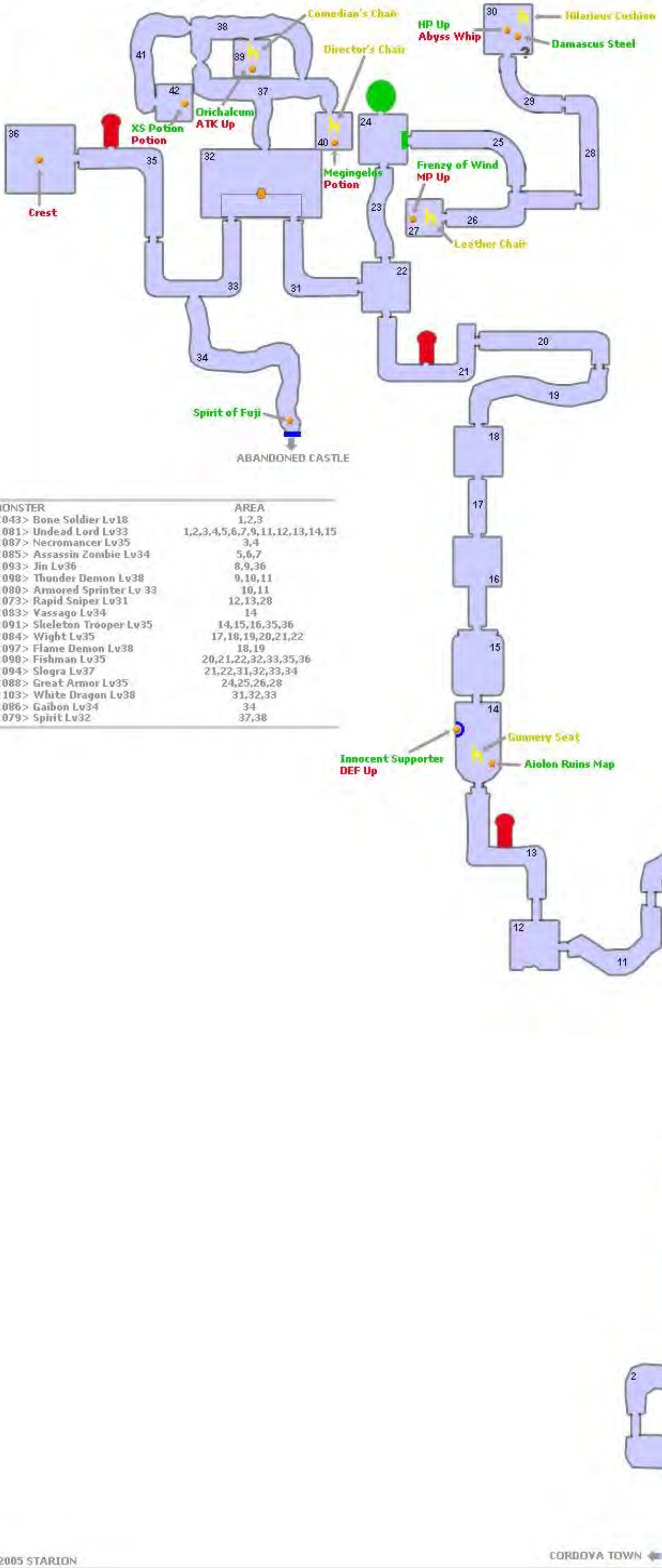
Area 8 - Aiolon Ruins

Castlevania: Curse of Darkness (NA PS2)
Version 2.0- 01/31/06
starion_gf@yahoo.com

Item
Fairy Box
Chair

GREEN TEXT- Hector only
RED TEXT - Trevor only

Cracked Wall - Strike/Use the cannon to destroy it
Ancient Text - Use FAIRY Tiramisu's Decipher skill
Vine Door - Use a fire skill or weapon
Switch - Use Proboscis Fairy's Press It and See skill



MONSTER	AREA
<043> Bone Soldier Lv18	1,2,3
<081> Undead Lord Lv33	1,2,3,4,5,6,7,9,11,12,13,14,15
<087> Necromancer Lv35	3,4
<085> Assassin Zombie Lv34	5,6,7
<093> Jin Lv36	8,9,36
<098> Thunder Demon Lv38	9,10,11
<080> Armored Sprinter Lv 33	10,11
<073> Rapid Sniper Lv31	12,13,28
<083> Vassago Lv34	14
<091> Skeleton Trooper Lv35	14,15,16,35,36
<084> Wight Lv35	17,18,19,20,21,22
<097> Flame Demon Lv38	18,19
<090> Fishman Lv35	20,21,22,32,33,35,36
<094> Slogra Lv37	21,22,31,32,33,34
<088> Great Armor Lv35	24,25,26,28
<103> White Dragon Lv38	31,32,33
<086> Gaibon Lv34	34
<079> Spirit Lv32	37,38

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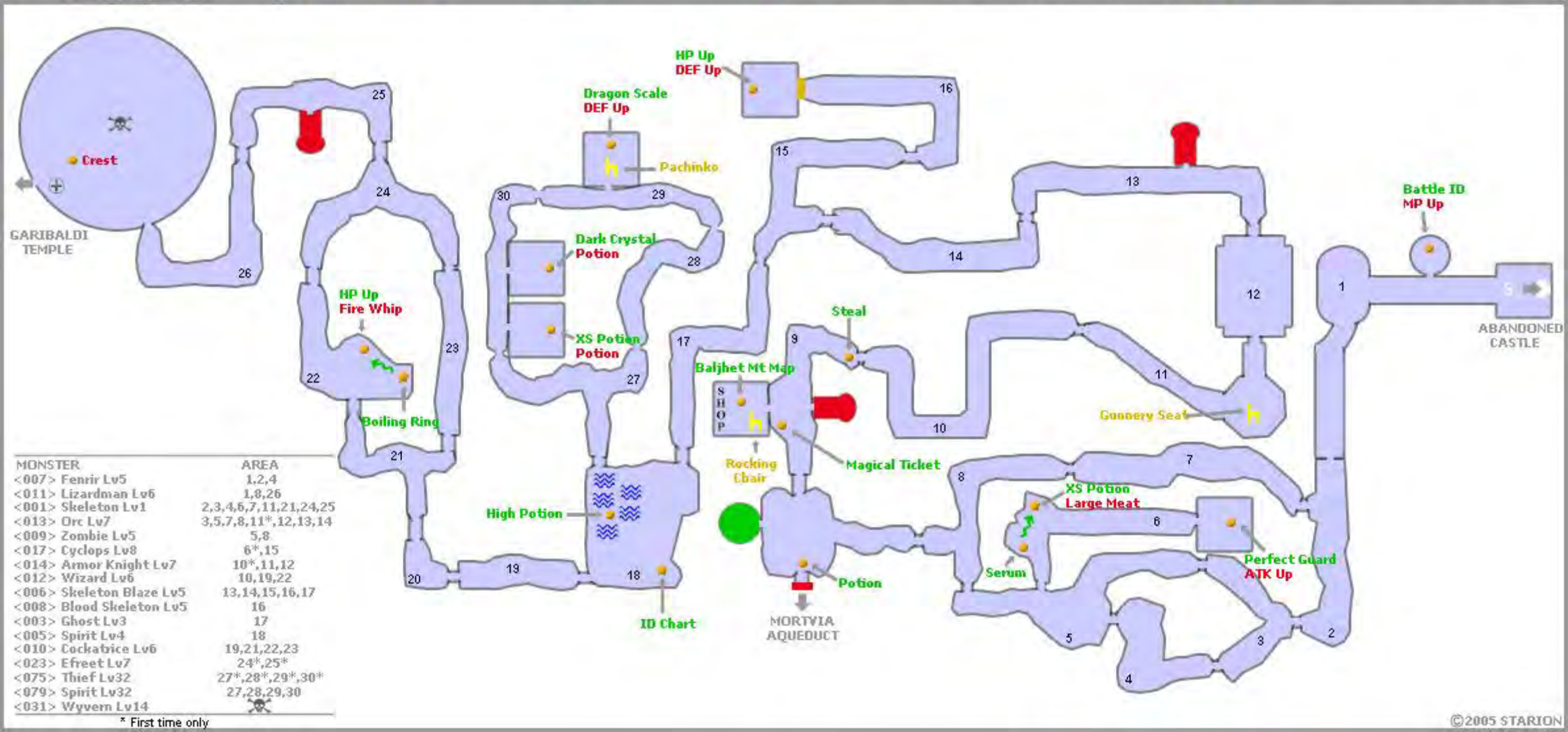
Area 2 - Baljhet Mountains

Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item - Fairy Box | Healing Field - Chair | GREEN TEXT - Hector only | RED TEXT - Trevor only | Iron Door - Use BATTLE ID's Brute Force Lv1 Skill | Locked Door - Use MAGE Nautilus' Purify skill or Trevor's Holy Whip | Gap - Use BIRD ID's Glide Skill | Water - Disappears after Dracula's Castle rises



MONSTER	AREA
<007> Fenrir Lv5	1,2,4
<011> Lizardman Lv6	1,8,26
<001> Skeleton Lv1	2,3,4,6,7,11,21,24,25
<013> Orc Lv7	3,5,7,8,11*,12,13,14
<009> Zombie Lv5	5,8
<017> Cyclops Lv8	6*,15
<014> Armor Knight Lv7	10*,11,12
<012> Wizard Lv6	10,19,22
<006> Skeleton Blaze Lv5	13,14,15,16,17
<008> Blood Skeleton Lv5	16
<003> Ghost Lv3	17
<005> Spirit Lv4	18
<010> Cockatrice Lv6	19,21,22,23
<023> Efreet Lv7	24*,25*
<075> Thief Lv32	27*,28*,29*,30*
<079> Spirit Lv32	27,28,29,30
<031> Wyvern Lv14	

* First time only

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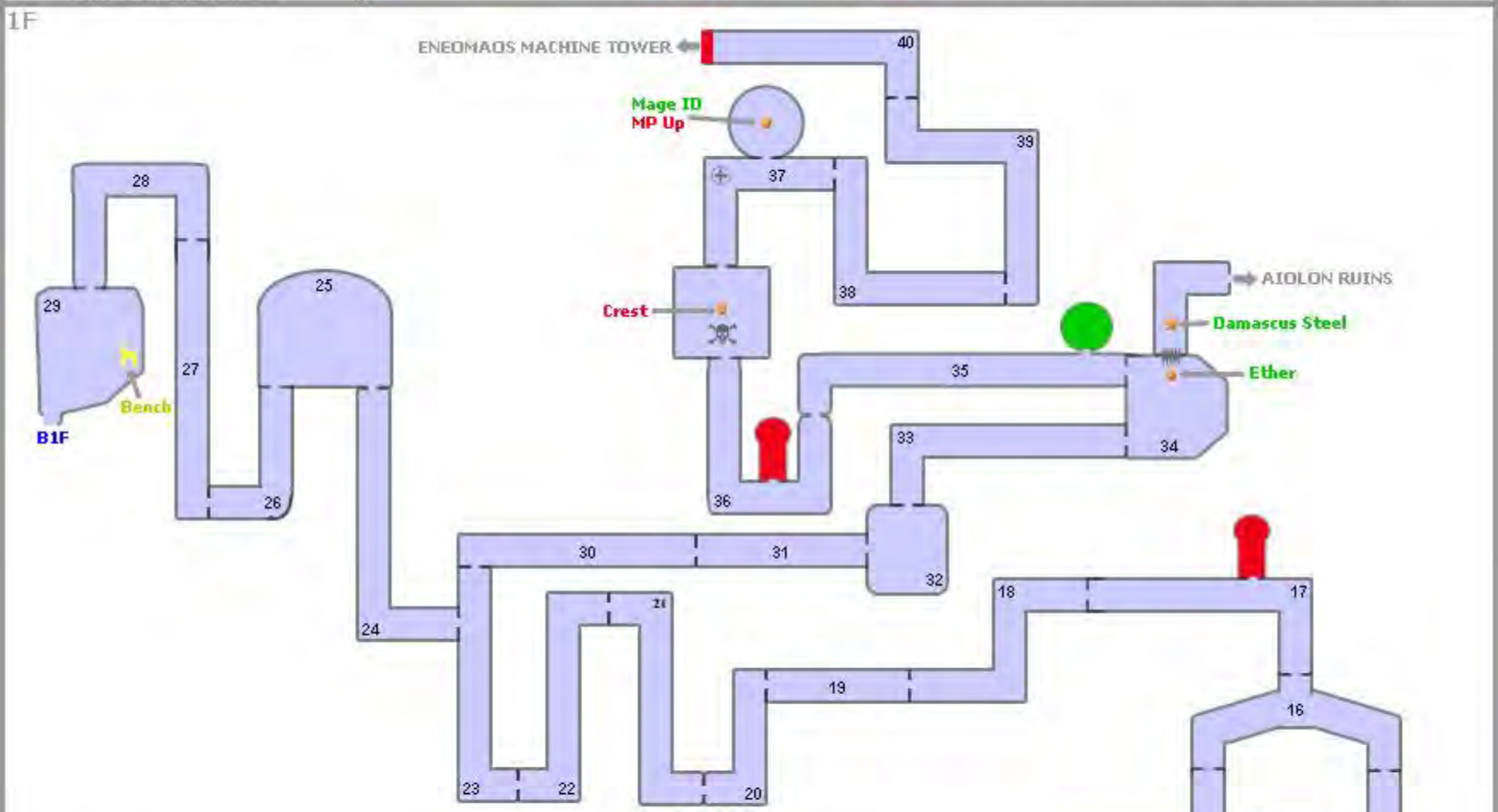
Area 6 - Cordova Town

Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item | Healing Field | GREEN TEXT -Hector only | Small Crack - Use Devil ID's Magic Circle skill
Fairy Box | Chair | RED TEXT -Trevor only | Locked Door - Use MAGE ID's Time Stop skill or Trevor's Stopwatch

1F



MONSTER	AREA
<059> Zombie Lv26	1,2,3,4,38,39
<058> Great Armor Lv25	6
<056> Yassago Lv25	8,11
<062> Ghoul Lv27	9,10,20,21,24
<068> Dead Fencer Lv30	12,13,35
<072> Dead Baron Lv31	14,15,16
<064> White Gravial Lv27	17,18,19
<066> Lizard Shaman Lv28	21,23,25,26,27,29,30
<054> Assassin Zombie Lv24	22,23
<060> Skeleton Rider Lv26	25,32,33
<061> Executioner Lv26	29,34
<082> Isaac Lv34	☠

B1F

MONSTER	AREA
<021> Thief Lv21	1

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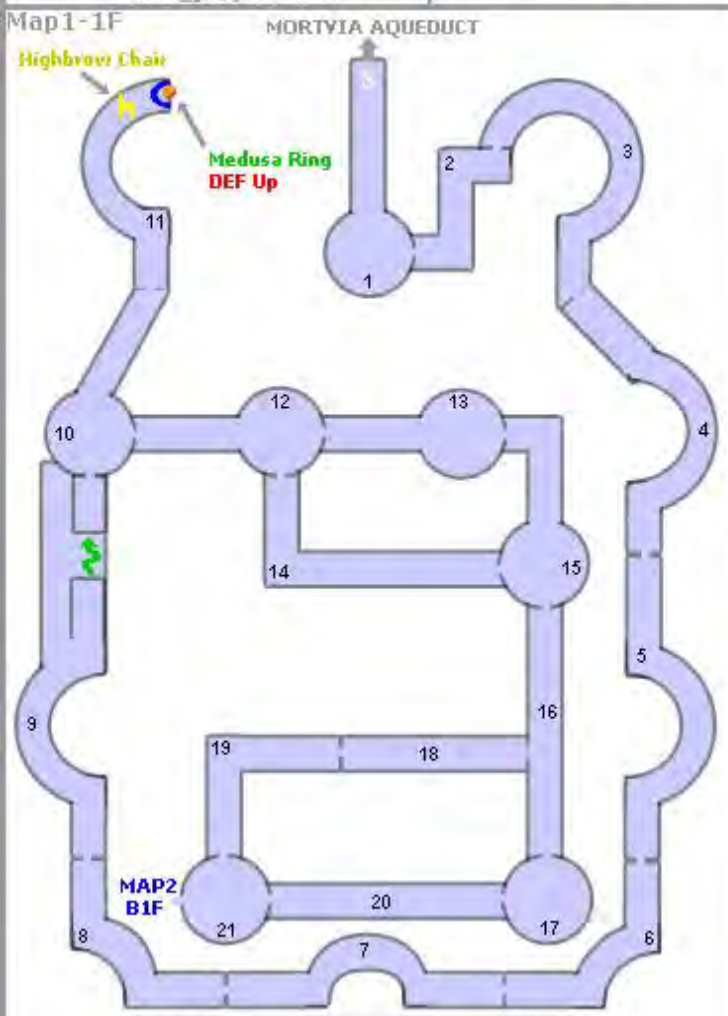
Area 10 - Dracula's Castle

Castlevania : Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item - Fairy Box - Healing Field - Chair - GREEN TEXT - Hector only - RED TEXT - Trevor only - Small Crack - Use DEVIL ID's Magic Circle skill - Ancient Text - Use FAIRY Tiramisu's Decipher skill - Gap - Use BIRD ID's Glide skill - Cracked Wall - Strike to destroy it

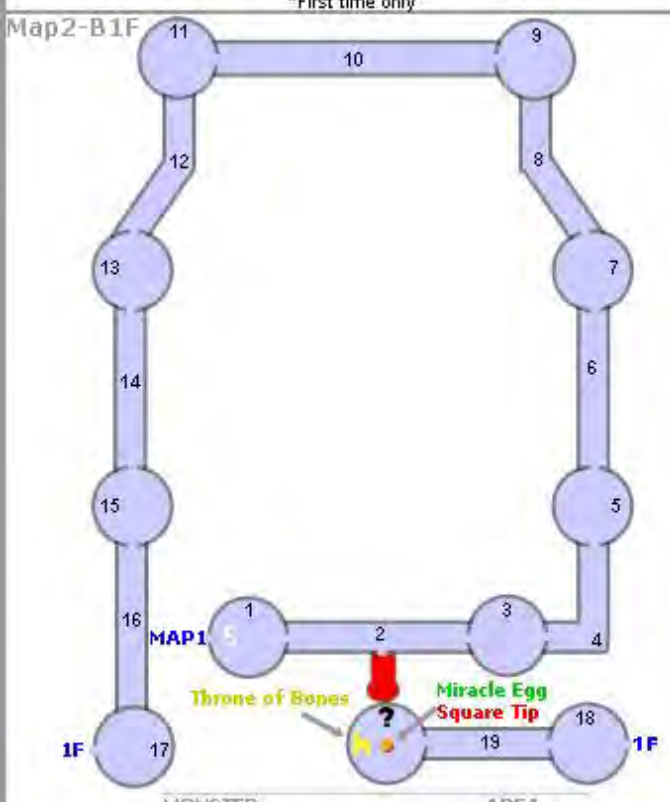
Map1-1F



MONSTER	AREA
<130> Slogra Lv45	1,2,3,5
<134> Gaibon Lv45	4,5
<108> Rapid Sniper Lv40	6,8,9*,10
<144> Red Ogre Lv48	7
<079> Spirit Lv32	9,11,14,15
<121> Frost Demon Lv43	13,15,17,19
<127> Armored Sprinter Lv44	17,18,19,20,21
<114> Final Guard Lv42	20, 21

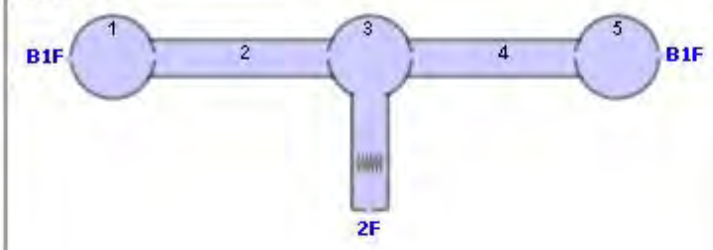
*First time only

Map2-B1F



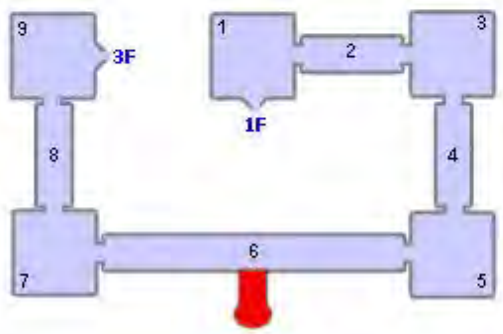
MONSTER	AREA
<124> Undead Lord Lv43	3,5,9,10,15,17
<103> White Dragon Lv38	5*,7*
<119> Flame Demon Lv43	7
<107> Frost Dragon Lv39	9*,11*
<121> Frost Demon Lv43	11
<142> Executioner Lv47	13,17
<109> Flea ManLv40	18
<100> Skeleton Lv38	18,19

Map2-1F



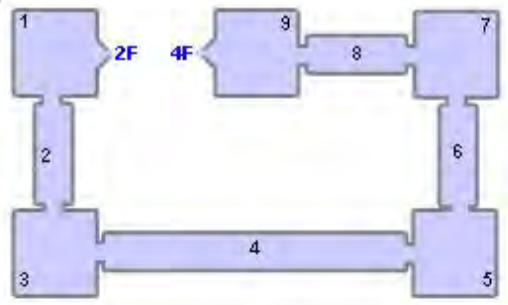
MONSTER	AREA
<113> Vassago Lv41	2,3,4

Map2-2F



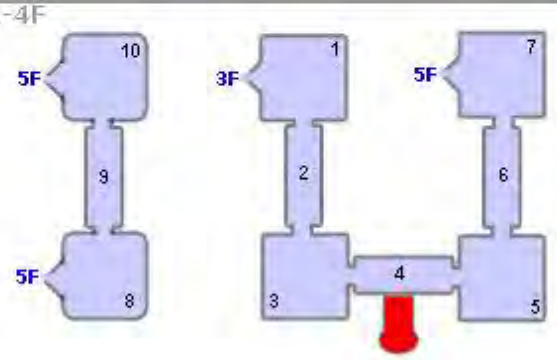
MONSTER	AREA
<131> Efreet Lv45	1,5
<132> Jin Lv45	3,5
<117> Zombie Lv42	7,8
<118> Ghoul Lv42	9

Map2-3F



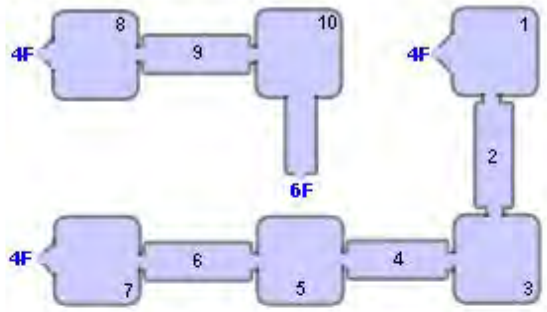
MONSTER	AREA
<118> Ghoul Lv42	1,3
<125> Assassin Zombie Lv44	3,4,5,7
<141> Cyclops Lv47	5,9
<144> Red Ogre Lv48	7,9

Map2-4F



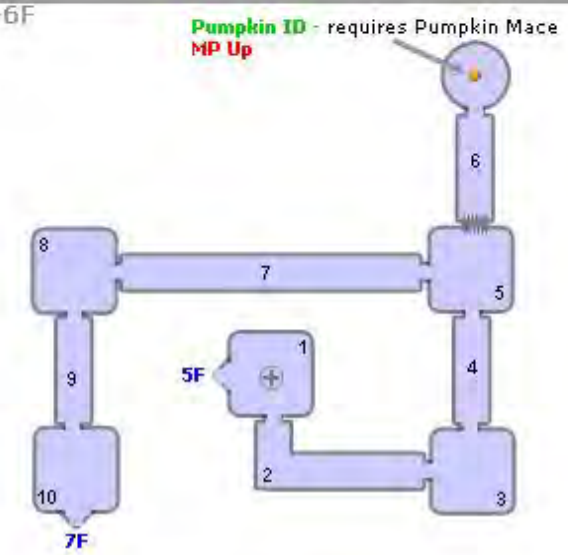
MONSTER	AREA
<110> Death Ripper Lv40	1,3,5
<141> Cyclops Lv47	3,5,7
<137> Harpy Lv46	7
<114> Final Guard Lv42	8,10
<108> Rapid Sniper Lv40	10

Map2-5F



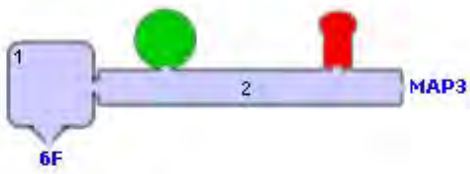
MONSTER	AREA
<129> Amduscias Lv44	1,3
<137> Harpy Lv46	3,7
<143> Iron Gladiator Lv47	5,7,8,10
<114> Final Guard Lv42	8
<108> Rapid Sniper Lv40	10

Map2-6F



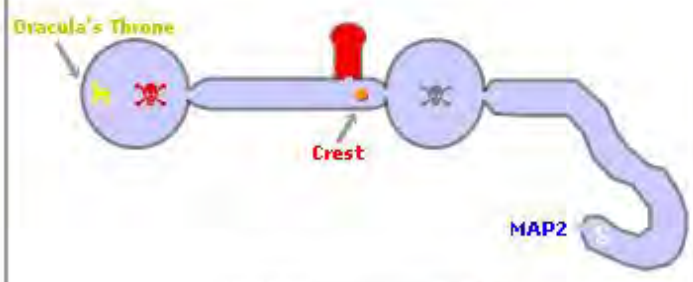
MONSTER	AREA
<108> Rapid Sniper Lv40	2,3,5,8
<143> Iron Gladiator Lv47	3
<130> Slogra Lv45	7,8,10
<134> Gaibon Lv45	9,10

Map2-7F



MONSTER	AREA
<075> Thief Lv32	1
<076> Gi-Lee Lv31	1

Map3-7F



MONSTER	AREA
<146> Isaac Lv50	
<147> Death Lv51	
<159> Dracula	
<160> Dracula	

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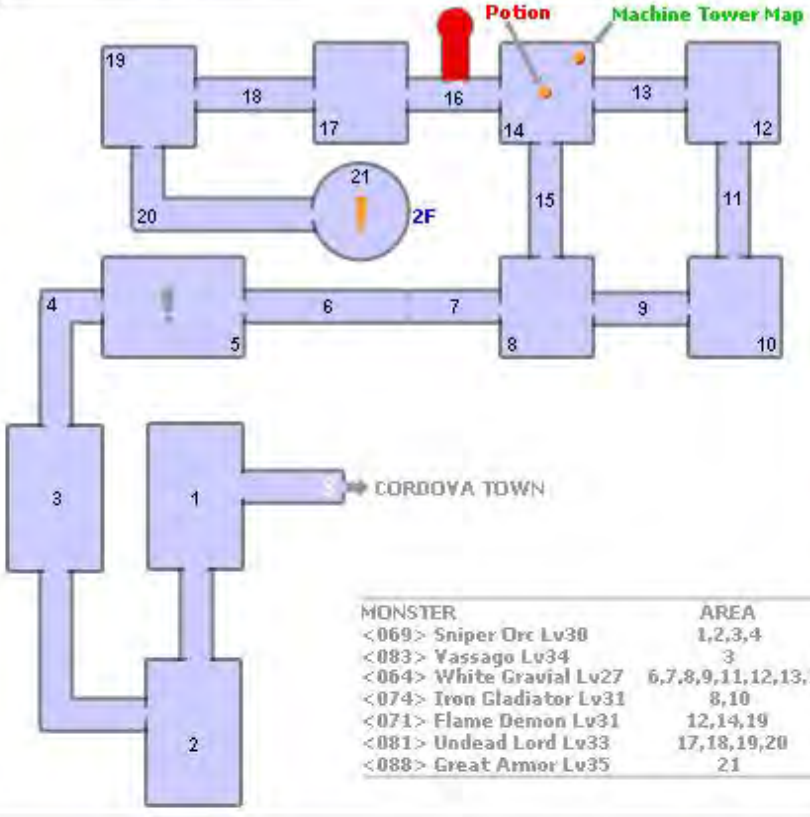
Area 7 - Eneomaos Machine Tower

Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

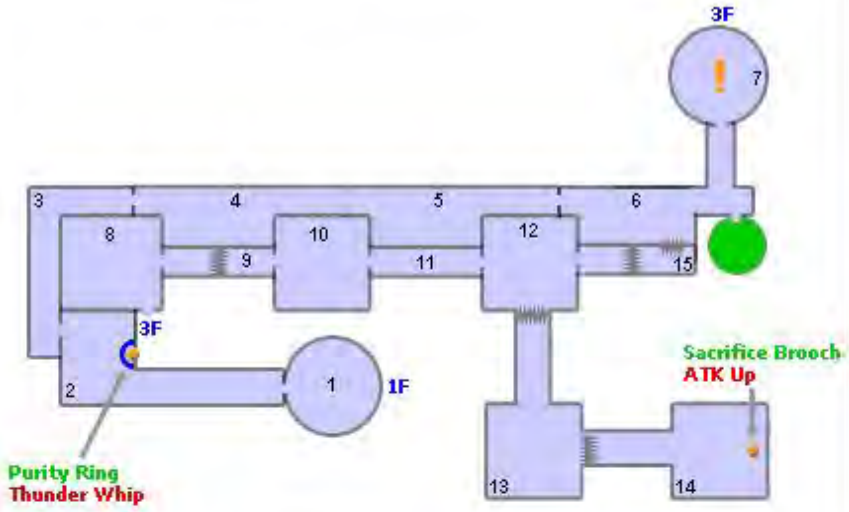
Item | Fairy Box | Healing Field
GREEN TEXT -Hector only
RED TEXT -Trevor only
Small crack - Use DEVIL ID's Magic Circle skill
Hidden Wall - Strike the gear to open the wall
Cracked Wall - Strike to destroy it.
Platform - Continuously strike the gear pillars
Stairs - Use MAGE ID's Time Stop skill/ Trevor's stopwatch

1F



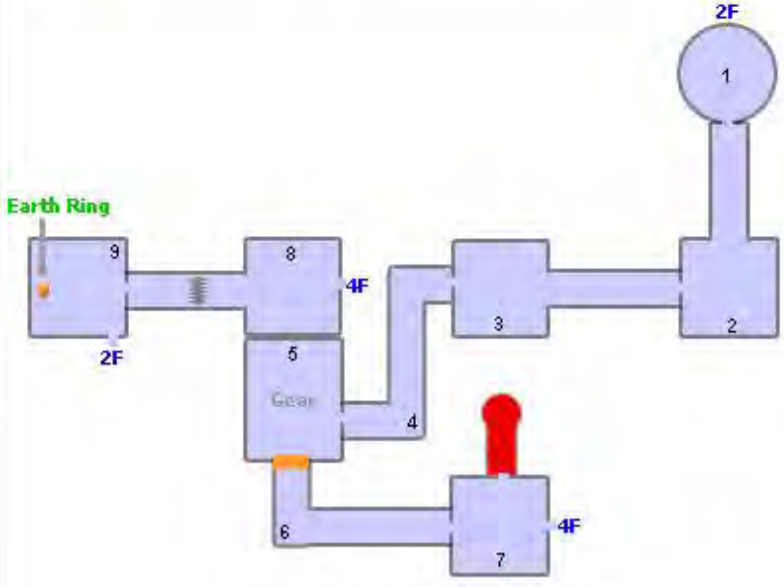
MONSTER	AREA
<069> Sniper Orc Lv30	1,2,3,4
<083> Vassago Lv34	3
<064> White Gravial Lv27	6,7,8,9,11,12,13,15
<074> Iron Gladiator Lv31	8,10
<071> Flame Demon Lv31	12,14,19
<081> Undead Lord Lv33	17,18,19,20
<088> Great Armor Lv35	21

2F



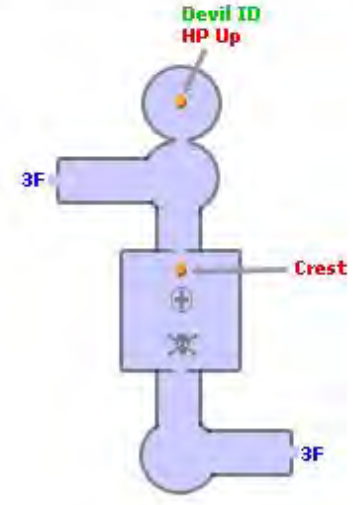
MONSTER	AREA
<088> Great Armor Lv35	1
<081> Undead Lord Lv33	2
<078> Harpy Lv32	3,4,5,6
<066> Lizard Shaman Lv28	5,6,12
<067> Death Ripper Lv29	7
<072> Dead Baron Lv31	8,10
<077> Necromancer Lv31	11,13,14
<117> Zombie Lv42	13
<084> Wight Lv 35	14

3F



MONSTER	AREA
<067> Death Ripper Lv29	1
<078> Harpy Lv32	2
<074> Iron Gladiator Lv31	2,3
<068> Dead Fencer Lv30	4
<072> Dead Baron Lv31	6
<077> Necromancer Lv31	8,9

4F



MONSTER	AREA
<096> Saint Germaine Lv37	☠

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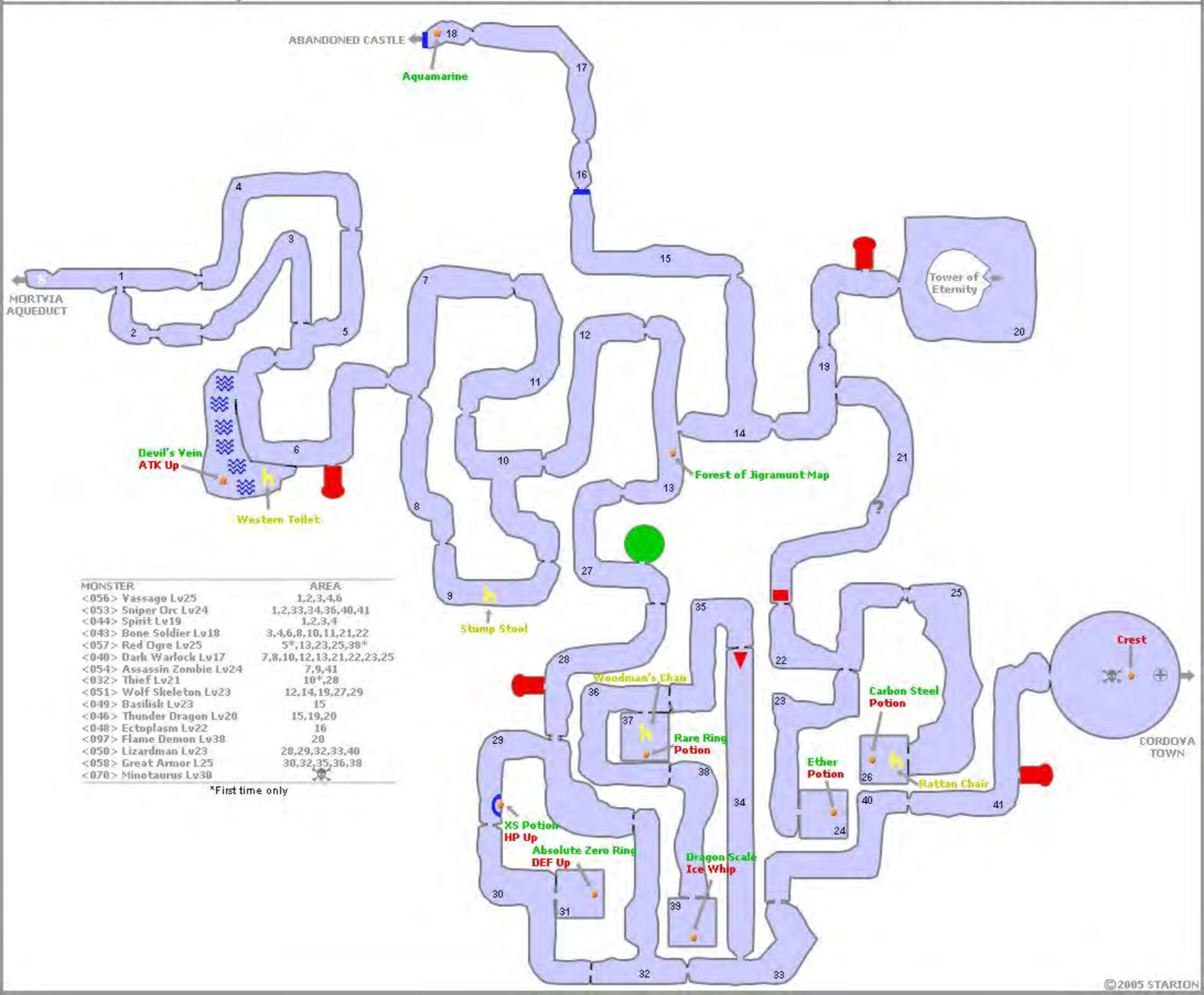
Area 5 - Forest of Jigramunt

Castlevania: Curse of Darkness (NA PS2)
Version 2.0- 1/31/06
starion_gf@yahoo.com

Item | Fairy Box | Healing Field | Chair | GREEN TEXT - Hector only | RED TEXT - Trevor only | Water -Gone after Dracula's Castle rises | Cracked Wall -Strike to destroy it | Ancient Text - Use FAIRY Tiramisu's Decipher Skill | Cracked Floor - Use BATTLE Golem Hip Press Lv1 Skill | Statues -Use BATTLE Iytei's Shoulder Ride Skill



MONSTER	AREA
<056> Vassago Lv25	1,2,3,4,6
<053> Sniper Orc Lv24	1,2,33,34,36,40,41
<044> Spirit Lv19	1,2,3,4
<043> Bone Soldier Lv18	3,4,6,8,10,11,21,22
<057> Red Ogre Lv25	5*,13,23,25,38*
<040> Dark Warlock Lv17	7,8,10,12,13,21,22,23,25
<054> Assassin Zombie Lv24	7,9,41
<032> Thief Lv21	10*,28
<051> Wolf Skeleton Lv23	12,14,19,27,29
<049> Basilisk Lv23	15
<046> Thunder Dragon Lv20	15,19,20
<048> Ectoplasm Lv22	16
<097> Flame Demon Lv38	20
<050> Lizardman Lv23	28,29,32,33,40
<058> Great Armor L25	30,32,35,36,38
<070> Minotaurus Lv30	

*First time only

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Area 3 - Garibaldi Temple

Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item | Fairy Box | Healing Field | Chair | GREEN TEXT - Hector only | RED TEXT - Trevor only | Iron Door - Use BATTLE ID's Brute Force Lv1 | Small Crack - Use DEVIL ID's Magic Circle skill | Cracked Wall - Strike to destroy it | Skill - Let's BATTLE ID learn a skill

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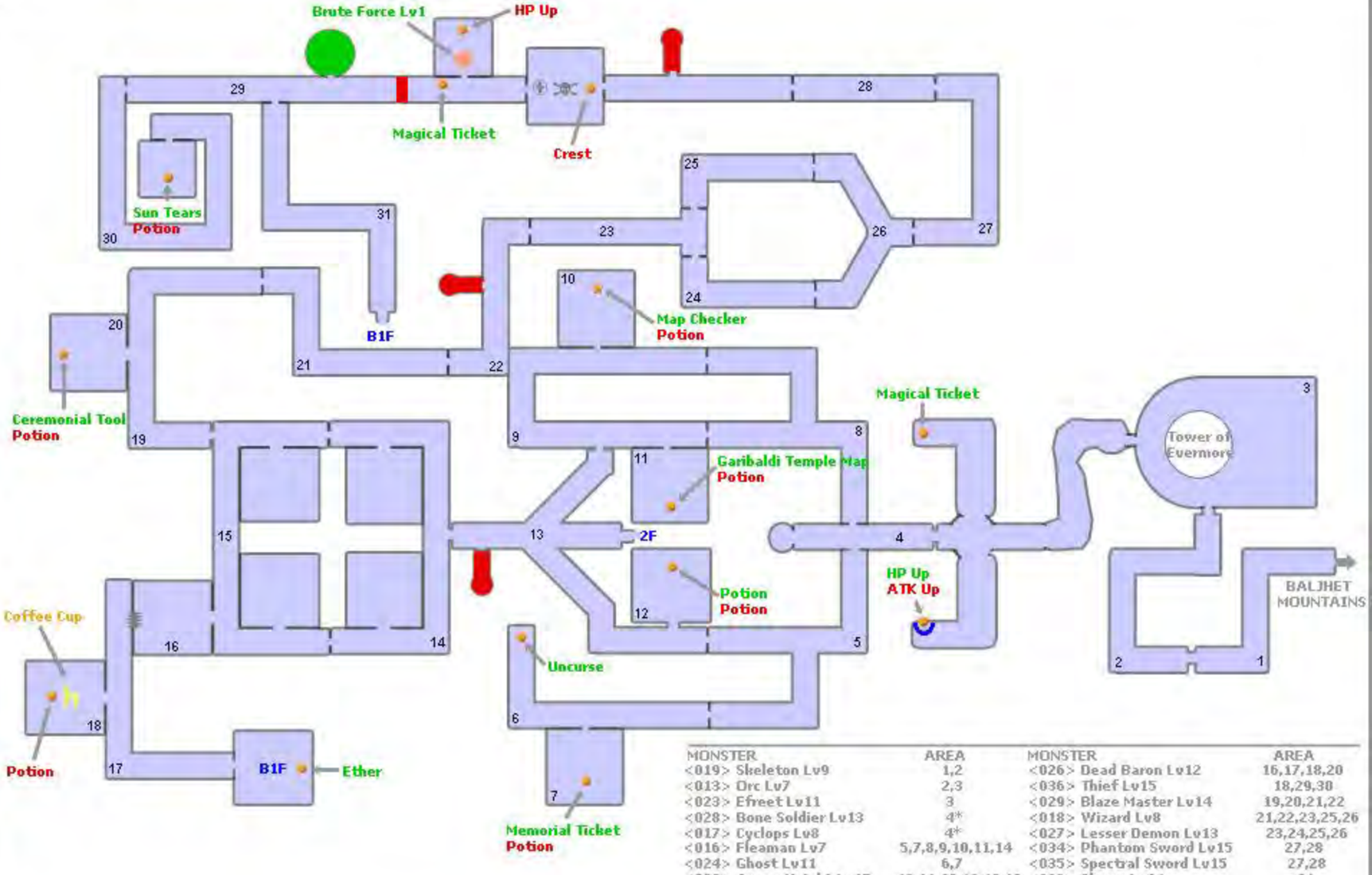
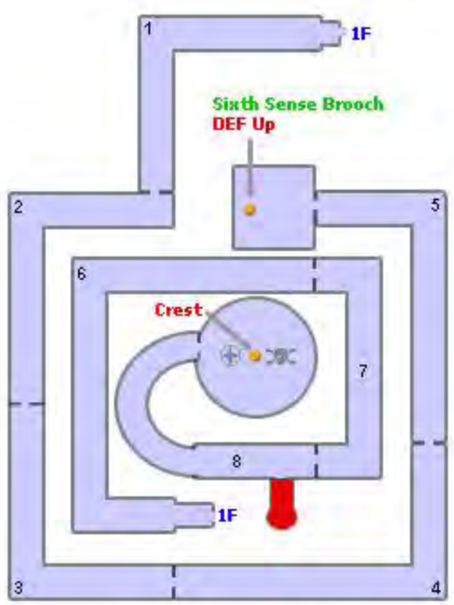


MONSTER	AREA	MONSTER	AREA
<019> Skeleton Lv9	1,2	<026> Dead Baron Lv12	16,17,18,20
<013> Orc Lv7	2,3	<036> Thief Lv15	18,29,30
<023> Efreet Lv11	3	<029> Blaze Master Lv14	19,20,21,22
<028> Bone Soldier Lv13	4*	<018> Wizard Lv8	21,22,23,25,26
<017> Cyclops Lv8	4*	<027> Lesser Demon Lv13	23,24,25,26
<016> Fleaman Lv7	5,7,8,9,10,11,14	<034> Phantom Sword Lv15	27,28
<024> Ghost Lv11	6,7	<035> Spectral Sword Lv15	27,28
<033> Armor Knight Lv15	10,11,12,13,16,18	<030> Slogra Lv14	31
<025> Dead Fencer Lv12	14	<xxx> Trevor Lv16	☠
<021> Fenrir Lv10	15,19,20		

*First time only

B1F



MONSTER	AREA	MONSTER	AREA
<036> Thief Lv15	1	<027> Lesser Demon Lv13	4,5
<019> Skeleton Lv9	1,2,3 6	<155> Blood Skeleton Lv75	7
<018> Wizard Lv 8	2,3	<115> Evil Core Lv42	8
<030> Slogra Lv14	3,5	<148> Legion Lv52	☠
<039> Ectoplasm Lv16	4	<149> Nuculais Lv53	☠

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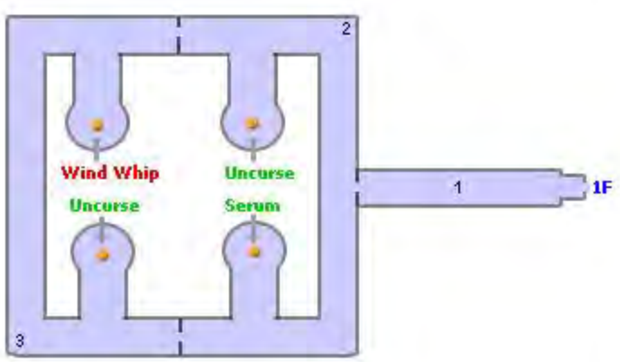

MONSTER	AREA
<026> Dead Baron Lv12	1
<033> Armor Knight Lv15	2
<025> Dead Fencer Lv12	2,3
<021> Fenrir Lv10	3

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Area 9 - Infinite Corridor

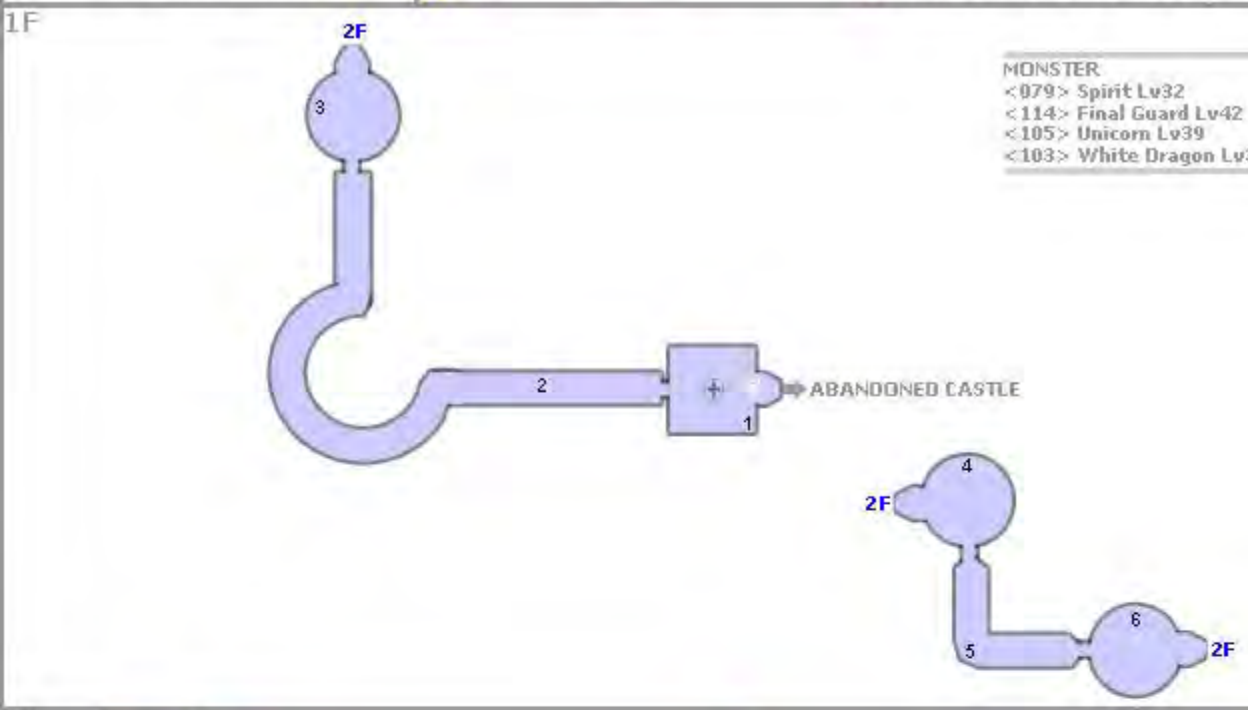
Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item
Fairy Box
Healing Field
Chair

GREEN TEXT-Hector only
RED TEXT -Trevor only

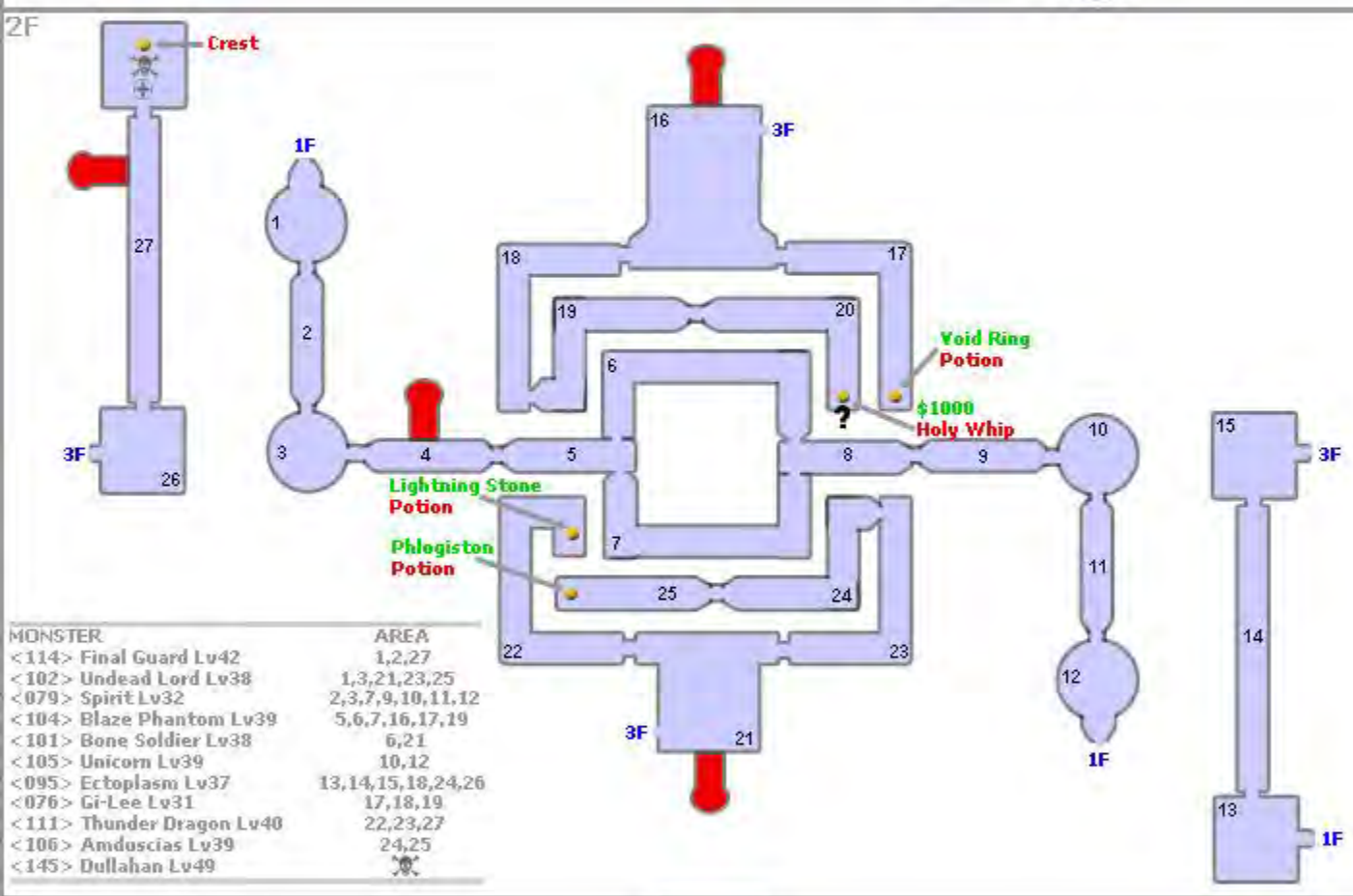
? Ancient Text - Use FAIRY Tiramisu's Decipher skill
Iron Gate - Use Juggernaut's Brute Force Lv2 skill
Long Gap - Use BIRD Wingosaurus' Long Glide skill
Skulls -Use MAGE ID's Time Stop skill/Trevor Stopwatch

1F



MONSTER	AREA
<079> Spirit Lv32	2,3,4,5
<114> Final Guard Lv42	3
<105> Unicorn Lv39	4,6
<103> White Dragon Lv38	4,6

2F



MONSTER	AREA
<114> Final Guard Lv42	1,2,27
<102> Undead Lord Lv38	1,3,21,23,25
<079> Spirit Lv32	2,3,7,9,10,11,12
<104> Blaze Phantom Lv39	5,6,7,16,17,19
<101> Bone Soldier Lv38	6,21
<105> Unicorn Lv39	10,12
<095> Ectoplasm Lv37	13,14,15,18,24,26
<076> Gi-Lee Lv31	17,18,19
<111> Thunder Dragon Lv40	22,23,27
<106> Amduscias Lv39	24,25
<145> Dullahan Lv49	

3F

MONSTER	AREA
<095> Ectoplasm Lv37	1,2,5,6,8,11
<092> Wight Lv36	1,4
<111> Thunder Dragon Lv40	2,4,5,10
<076> Gi-Lee Lv31	6
<124> Undead Lord Lv43	5
<140> Spectral Sword Lv47	8,10,11

CREDIT: Shadow Dream for the tip about the Void Ring/$1000 mixup.
Leon Krilangi for Amduscias placement correction.

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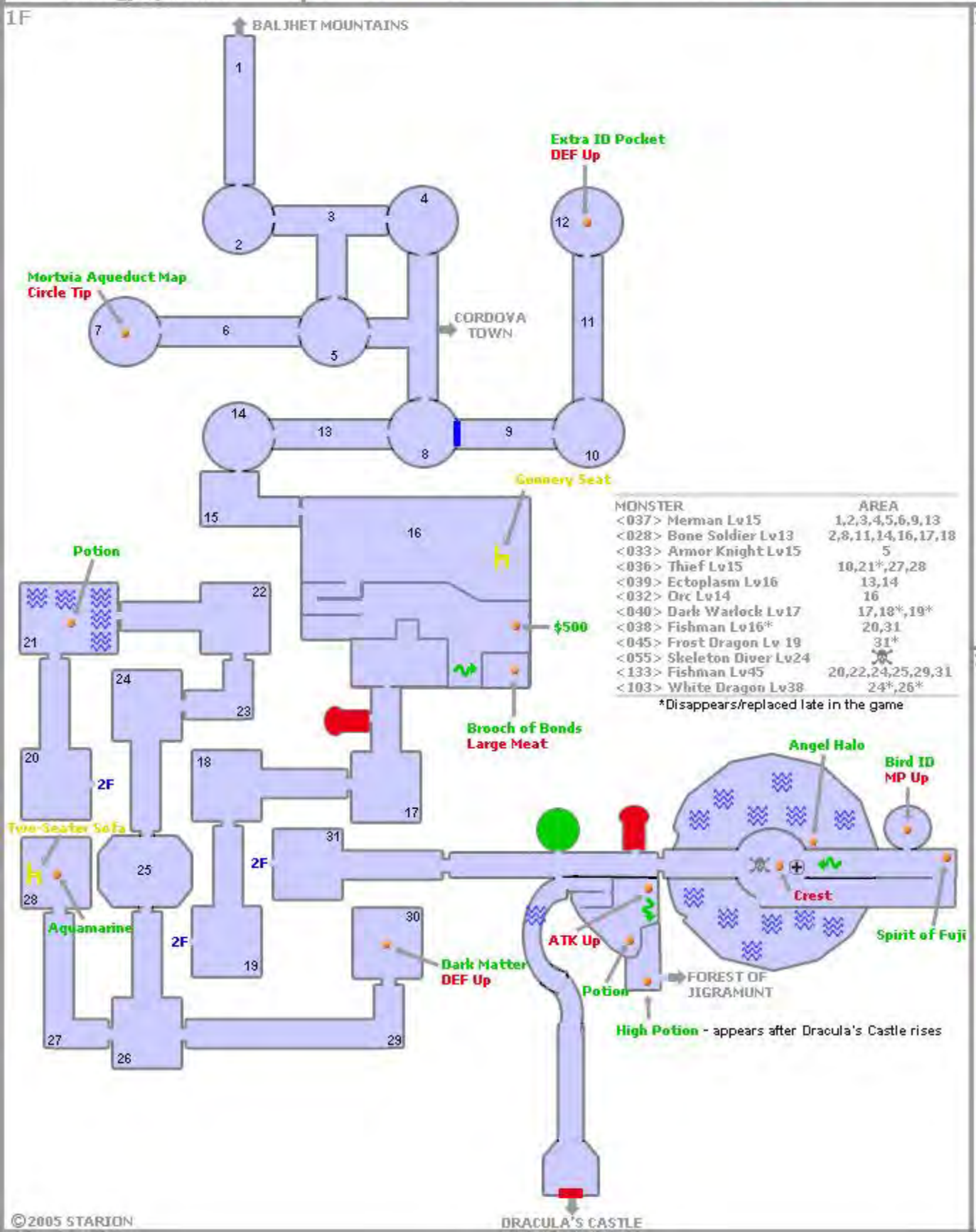
Area 4 - Mortvia Aqueduct

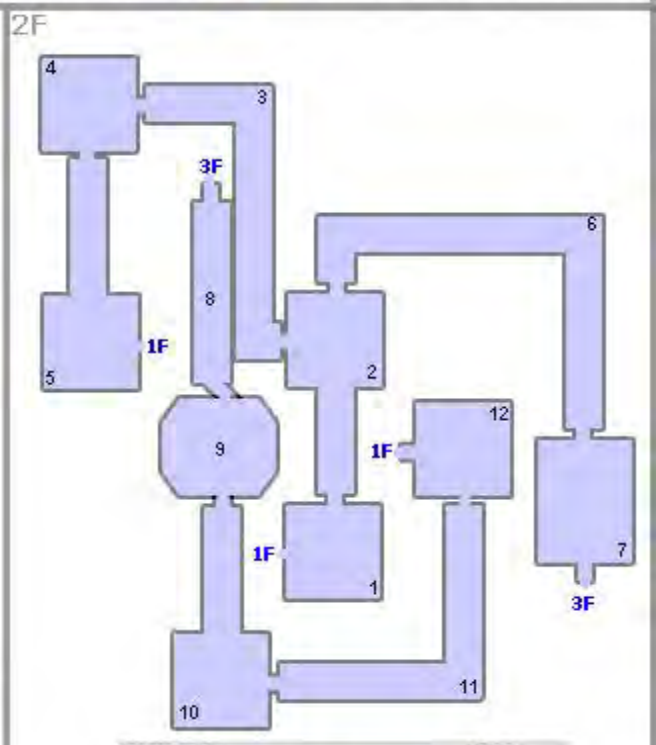
Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item | Healing Field | GREEN TEXT - Hector only | Water | - Gone after Dracula's Castle rises | Gap - Use BIRD ID's Glide skill
Fairy Box | Chair | RED TEXT - Trevor only | Iron Gate - Use BATTLE ID's Brute Force Lv1 | Cracked Wall - Strike to destroy it

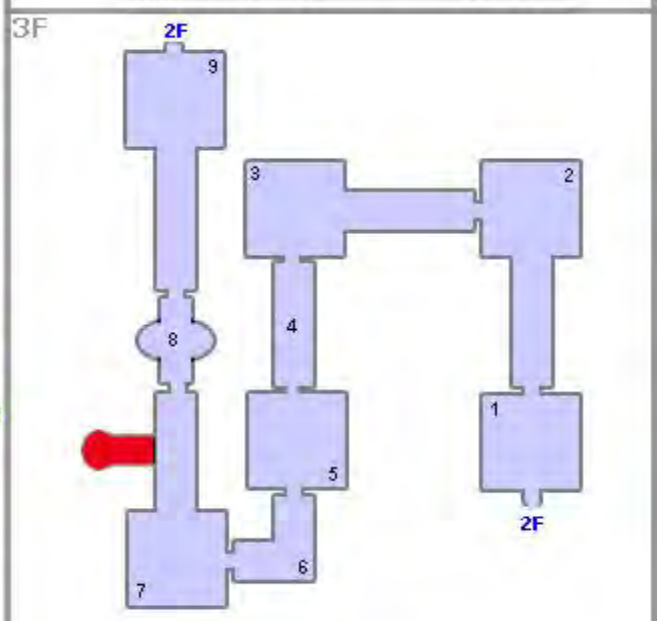


MONSTER	AREA
<037> Merman Lv15	1,2,3,4,5,6,9,13
<028> Bone Soldier Lv13	2,8,11,14,16,17,18
<033> Armor Knight Lv15	5
<036> Thief Lv15	10,21*,27,28
<039> Ectoplasm Lv16	13,14
<032> Orc Lv14	16
<040> Dark Warlock Lv17	17,18*,19*
<038> Fishman Lv16*	20,31
<045> Frost Dragon Lv 19	31*
<055> Skeleton Diver Lv24	☠
<133> Fishman Lv45	20,22,24,25,29,31
<103> White Dragon Lv38	24*,26*

*Disappears/replaced late in the game



MONSTER	AREA
<038> Fishman Lv16*	1,5,8,9,10,11,12
<040> Dark Warlock Lv17	1
<045> Frost Dragon Lv19	2,3,12*
<041> Gaibon Lv17	4,10
<029> Blaze Master Lv14	6
<133> Fishman Lv45	5,8,10,11



MONSTER	AREA
<024> Ghost Lv11	1,2
<029> Blaze Master Lv14	1,2,3
<042> Wolf Skeleton Lv17	5,7
<038> Fishman Lv16*	9
<133> Fishman Lv45	9

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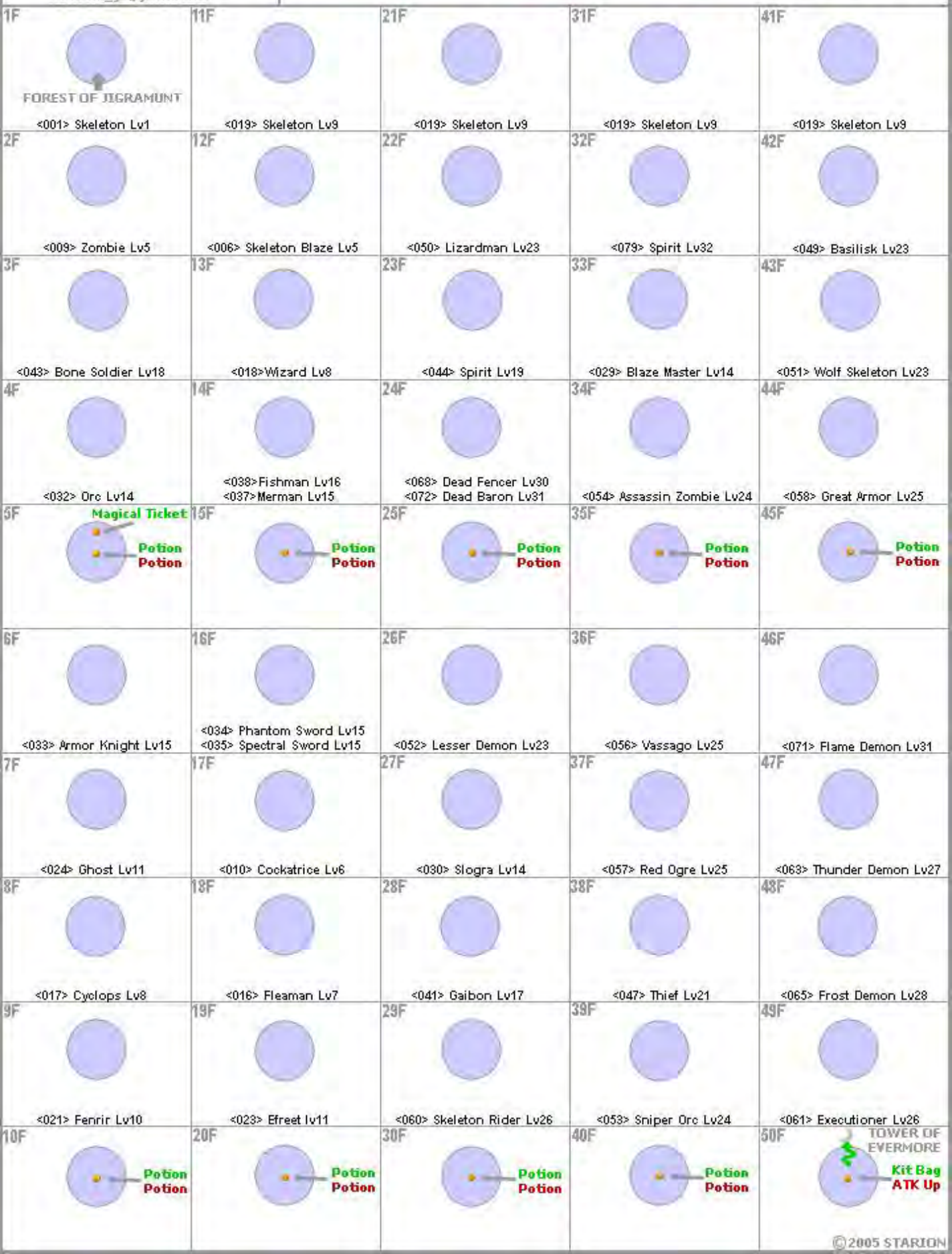
Extra Area - Tower of Eternity

Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item **GREEN TEXT**- Hector only **RED TEXT**- Trevor only Long gap - Use BIRD Wingosaurus' Long Glide skill



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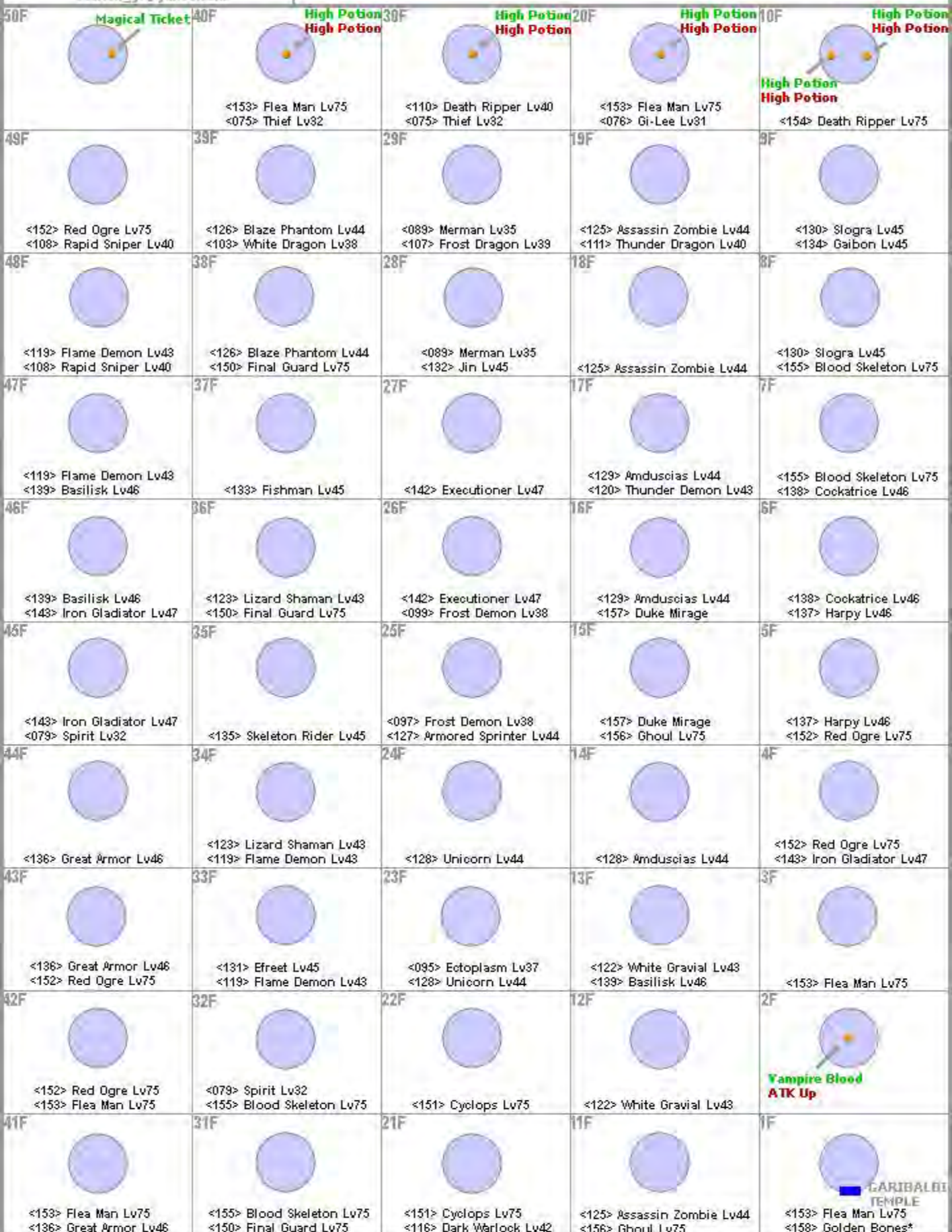
Extra Area - Tower of Evermore

Castlevania: Curse of Darkness (NA PS2)
Version 2.0 - 1/31/06
starion_gf@yahoo.com

Item GREEN TEXT -Hector only RED TEXT -Trevor only Cracked Wall - Strike to destroy it



* First time only

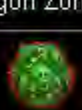
The year is 1944. The world is filled with chaos. The second global war holds the entire world in its grip of terror, creating hatred and fear along with countless numbers of lost souls. The agony and hatred of those souls summon the castle of evil. The castle that has appeared many times throughout history only to bring terror and destruction upon its surroundings, the castle of the dark lord, Dracula... The demonic castle.

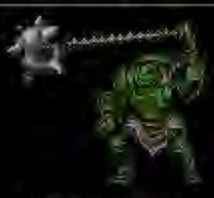
Released on December 5th, 2006 for the Nintendo DS, Castlevania: Portrait of Ruin is the story of the partnership of Jonathan Morris and Charlotte Aulin, and their adventure into the depths of Dracula's Castle. It is the year 1944, and Europe is in the middle of World War II. The Vampire Artist, Brauner, has revived Dracula's Castle in order to bring ruin to the world, and it is up to Jonathan and Charlotte to stop him. Upon reaching the castle, the pair are met with Vincent, a priest who was sent in order to assist in the destruction of Castlevania, and who becomes the local shopkeeper, selling important items to aid their quest. While exploring the castle, they encounter a mysterious ghost by the alias of Wind, who is able to impart his knowledge and skills with the pair, while acting as a mentor towards Jonathan. Shortly afterward, the pair discover one of Brauner's many portraits, used to control the castle powers. Understanding the composition of the Portrait, Charlotte is able to deduce that in order to sever the link, and essentially weaken Brauner, they must enter the world inside the painting and destroy the evil within. The duo encounters several other portraits throughout the castle that they must venture into, each containing vicious creatures that will do anything to stop them. Jonathan and Charlotte also come across vampire sisters Stella and Loretta, who are said to be the daughters of Brauner, and part of the plot to resurrect Count Dracula. It should also be noted that Jonathan Morris is the son of John Morris, who was one of the heroes of Castlevania: Bloodlines.

Castlevania: Portrait of Ruin is only the second game in the franchise that gives you the choice of 2 different characters to play as from the start. However unlike Castlevania: Bloodlines, you can alternate between playing as Jonathan and Charlotte whenever you desire. Both characters have their own unique skills and strengths which help each other many times in the game. They also have the ability to team up together at the same time, and in some cases this combined effort is required to advance to certain areas of the castle. Both characters can be equipped with weapons, armor, accessories, etc that you find throughout the castle, and also purchase at Vincent's Shop. Some of the items can only be used by a particular character, and some can be used by both Jonathan and Charlotte. The castle layout is the popular Symphony of the Night/Metroid style that was successful on the Castlevania titles released on the Game Boy Advance, as well as Dawn of Sorrow, the first game from the series released on the DS. The game has excellent replay value as you are able to play as several different unlockable characters, as well as Boss Rush Courses. Castlevania: Portrait of Ruin is another of the many fine releases from the franchise. It is a very addictive adventure filled with many challenging obstacles, and it is sure to be enjoyed for many years to come.

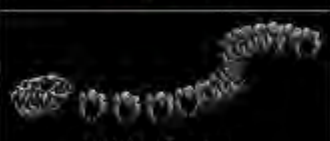
Jonathan Morris	Wielder of the legendary whip, "Vampire Killer". A hot-headed energetic young man, but has confidence, poise and a sense of humor. At times, this makes him seem like he's not taking things seriously. But when it really counts, he can be very clever. His most common answer to most things: "No problem".
Charlotte Aulin	Grew up with Jonathan. Intelligent, but is a little too confident in her book smarts. Talks a lot, and sticks her nose into other peoples' business. She takes a logical approach to everything so she comes off as unemotional. Has great magic power, and seen as a potential final weapon in the final battle against Dracula. Throughout the game she is usually referred to as a child.
Dracula	The true ruler of the castle.
Death	Dracula's right-hand man, who was resurrected along with Dracula's castle. Lawful evil. Has samurai-like aspects.
Brauner	A vampire who lost his daughters 30 years ago, and had his magical powers awakened by Dracula's castle. Revived Dracula's castle by collecting the tortured souls of those who died in World War II. His goal is to destroy humans, who have yet again started war.
Stella	The older of the twin vampire sisters. Has a flashy, aggressive personality. Looks down on humans condescendingly. Is skilled at physical attacks. One of Brauner's so-called "daughters"
Loretta	The younger of the twin vampire sisters. Her physical appearance is a little plain, and she is intelligent, rational and unemotional. Looks down on humans, like her sister. Is skilled at magical attacks. One of Brauner's so-called "daughters"
Wind	The person who teaches skills and gives items to Jonathan and Charlotte. He was killed by Brauner and was almost made a part of Dracula's castle, but the strength of his soul allowed him to retain his consciousness. His soul is trapped within Dracula's castle, however, so he cannot move or put his soul to rest.
Vincent Dorin	A priest (a very greedy one at that) who acts as your guide. Not the courageous type. He runs the store.
Richter Belmont	The legendary Richter Belmont appears as an enemy known as "Whip's Memory". He is also an unlockable character after you beat himself and Dracula.
Maria Renard	Maria shows up as Richter's partner when you play the game in Richter mode.
Old Axe Armor	If you kill 1000 Old Axe Armor enemies in Jonathan mode you can then play the game as an Old Axe Armor.

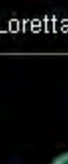
Enemy	HP	EXP	Description	Dropped Items	Location
Alastor	512	512	A sword possessed by the souls of slain warriors, driven by revenge	Damascus Sword	Nest of Evil
Aliorumnas	196	212	Witches banished by the Gothic king Filmer	Dalmatica	Dark Academy 13th Street
Alura Une	573	440	An Une fattened with copious pools of blood	Rose Corsage Muse's Tiara	Dark Academy
Amalaric Sniper	179	218	A fallen angel who is now a fearsome archer	Pudding Blessed Ankh	13th Street Nest of Evil
Amducias	1999	1280	A demon in the form of a unicorn. One of the best musicians in hell	Thor's Bellow Record 4	Nest of Evil
Amphisbaena	266	94	A double-headed snake. Its name means "able to move in both directions"	Pearl Tiara Ruby Corset	Sandy Grave
Andras	70	17	A demon who rides a wolf and carries a flaming sword	Biker's Jacket Falchion	City of Haze
Armored Fleaman	80	125	A little Fleaman armed with an axe and protected by armor	Bhuj Berserker	Forgotten City Nest of Evil
Armor Knight	60	48	An armored zombie warrior who carries a spear	Long Spear Javelin	Sandy Grave Nation of Fools Burnt Paradise
Axe Armor	63	255	An armored warrior powered by blood. It cannot be killed	Magical Ticket	Forest of Doom 13th Street
Bat	1	1	A bloodsucking bat that lurks in the castle	None	Entrance City of Haze Buried Chamber
Bee Hive	288	118	A hive of killer bees. Highly prized among demons as a delicacy	Beehive	Forest of Doom
Black Crow	33	69	An evil crow that has developed a taste for human flesh	Summon Crow	Dark Academy
Blue Crow	13	34	The spirit of a crow that continues to fly, even after death	Summon Crow	Forest of Doom
Bone Ark	500	354	A mobile Bone Pillar. Considered an innovative breakthrough	None	Nest of Evil
Bone Pillar	100	23	The skulls of dinosaurs, animated by a demonic force	None	Sandy Grave
Buster Armor	288	330	An armored warrior who specializes in long-range attacks	Gold Plate	13th Street Burnt Paradise Nest of Evil
Catoblepas	120	60	This ox-like beast's breath turns living things to stone	Milk Tasty Meat	Great Stairway
Cave Troll	320	414	A blood-sucking beast that extracts the entrails of cows with its tongue	Jamon Iberico Peking Duck	Nest of Evil
Coppelia	80	54	An acrobat from hell that entertains demons	Diamond Clown Shirt	Nation of Fools
Corpseweed	148	53	A grown Une that bears the face of the human it fed on	Orchid Corsage	Sandy Grave Forest of Doom
Creature	4000	5000	An artificial being created by a mad scientist	None	Nest of Evil Boss of Dark Academy
Crossbow Armor	111	95	An artificial being created by a mad scientist	Silver Plate Crossbow	Sandy Grave
Dead Crusader	99	150	A zombie warrior bearing a sturdy shield	Impervious Mail	Master's Keep
Dead Warrior	210	193	A dead knight whose spirit still lusts for battle	Samurai Plate	Dark Academy 13th Street Burnt Paradise Nest of Evil
Death Mask	20	10	A demon who flies about, wearing the face of a dead human	None	City of Haze

Enemy	HP	EXP	Description	Dropped Items	Location
Demon	666	666	An inhabitant of hell, set free by dark magic	Super Tonic	13th Street Nest of Evil
Demon Head	199	266	An ancient devil that only has a face and six wings	Rotten Durian	Dark Academy Forgotten City Nest of Evil
Devil Wheel	55	56	A demonically-possessed wheel that is obsessed with speed	Coffee	Sandy Grave Nation of Fools Forgotten City
Dodo	100	365	An extremely rare bird. It is rather cowardly, and runs away quickly	Fried Chicken Heart Brooch	Forgotten City
Dogether	144	157	A magical being created by a forbidden spell	Monocle Stone Circle	Forest of Doom Nest of Evil
Double Axe Armor	191	287	An elite Axe Armor warrior who wields two axes with deadly precision	Berserker Mail Super Potion	Burnt Paradise Nest of Evil
Dragonfly	40	115	An insect that spits burning liquid	None	Dark Academy Nest of Evil
Dragon Zombie	350	150	A zombie dragon. It lost its magic, but has become mindlessly violent	Gladius Zweihander	Buried Chamber Sandy Grave
 Ectoplasm	10	36	A substance created by souls who cannot find rest	Uncurse Potion Cure Curse	Sandy Grave Forgotten City
Elgiza	168	133	A guardian of treasure	Kalasiris Uraeus	Sandy Grave Forgotten City
Final Guard	50	500	An elite warrior chosen to guard key areas of the castle	Defensive Form Final Sword	Master's Keep Dark Academy Nest of Evil
Flame Demon	222	244	A fire-wielding demon born in the molten pits of the underworld	Agni's Flame	Master's Keep Forgotten City
Fleaman	15	19	A sinister little man who leaps about as if he were a flea	Fedora Pancake	Sandy Grave Nation of Fools Dark Academy Forgotten City
Flying Armor	112	163	A sinister cape-clad figure who flies through the air wielding his swords	Heaven's Sword	Nation of Fools Tower of Death
Flying Skull	10	15	A skull that flies through the air	Glasses	Sandy Grave Entrance
Forneus	44	13	A demonic sea-creature from the oceans of the underworld	Paella	City of Haze
Frog	5	16	A frog of ill omen	1000 Year Egg Summon Frog	Forest of Doom
Frozen Shade	50	19	A wraith that can freeze the air	Inuit Boots	Buried Chamber
Gaibon	216	188	A demonic knight who serves Death. It can spit fire while flying	None	Tower of Death
Ghost	8	9	A small spirit doomed to wander the castle grounds for all eternity	Summon Ghost	Sandy Grave Forgotten City
Ghost Dancer	55	125	The spirits of nobles; they dance endlessly in aristocratic abandon	Ballroom Masque Tea	13th Street
Ghoul	99	13	A foul creature that feeds on the flesh of the dead	Combat Fatigues	Dark Academy 13th Street
Ghoul King	444	291	The rarely-seen king of the ghouls	Surcoat Royal Crown	13th Street
Glasya Labolas	155	83	A demonic dog with large, powerful wings	Acidic Bubbles Hot Dog	Great Stairway
Gold Skeleton	255	255	A skeleton made of a hard, unknown material similar to gold	Gold Ring	Nest of Evil
Golem	90	40	A powerful golem created by infusing special stones with magical life	Tough Ring	Buried Chamber

Enemy	HP	EXP	Description	Dropped Items	Location
Gorgon	295	187	A monstrous bull that breathes clouds of toxic gas	New York Steak Mirror Cuirass	Forgotten City Burnt Paradise
Great Armor	240	120	A heavily-armored knight who commands other armored warriors	Iron Plate Great Sword	Great Stairway Entrance
Great Ghost	66	240	An enormous phantom	None	Sandy Grave
Guillotiner	213	223	A demon who has executed countless victims in its bloody guillotine	None	Burnt Paradise Nest of Evil
Hanged Bones	80	10	A skeleton that sways like a swing	None	Nation of Fools
Harpy	120	113	A vicious bird-like creature with the head and torso of a woman	Penne Arrabiata	Nation of Fools Tower of Death Forest of Doom
 Heavy Armor	299	310	An armored zombie warrior with great strength; he swings a steel ball	Wrecking Ball Heavy Armor	Dark Academy 13th Street Nest of Evil
Hill Guard	60	77	An armored warrior who specializes in fighting on uneven ground	Gladius Great Stairway	Entrance Great Stairway
Imp	33	44	A tiny demon who loves mischief	Trident	Tower of Death Dark Academy
Invisible Man	75	32	A magician who gained invisibility, but gave up his soul in return	Melon	Buried Chamber Entrance
Iron Golem	999	500	A golem imbued with a powerful magic spell	Platinum Leggings Platinum Plate	Nest of Evil
Jack O'Bones	100	114	A skeleton who specializes in throwing attack	Spoiled Milk Adrenaline Gear	Forgotten City Burnt Paradise Nest of Evil
Killer Bee	1	8	A bee with a stinger that can easily pierce and kil	None	Forest of Doom
Killer Clown	110	65	A murderous clown who's popular at demon birthday parties	Joker Hamburger	Nation of Fools
Killer Doll	90	87	A cursed doll that wanders in search of living flesh	None	Tower of Death Forest of Doom
Larva	9	6	A spirit with the head of a man and the body of a worm	None	Great Stairway Entrance
Laura	415	320	Carmilla's servant	Cocktrail Dress Midnight Tiara	Forgotten City
Lerajie	72	42	An evil hunter. Uses ricocheting bullets to kill from afar	Amethyst Corset Ricochet Rock	Great Stairway Nation of Fools
Lesser Demon	166	199	A demon who wields powerful magic	Skull Ring	Dark Academy Forgotten City Nest of Evil
Lightkeeper	9	6	A demon who lights magical torches on graves	None	Forgotten City Dark Academy 13th Street Nest of Evil
Lilith	83	76	An enchanting demon who deludes her victims with mystifying beauty	Silent Sandals Lilith Corset	Entrance Great Stairway Forest of Doom
Malachi	444	333	A pagan being from ancient times who strikes fear in anyone near him	Skull Mask Nightmare	Forest of Doom Master's Keep
Malphas	666	573	A black demon that is accompanied by crows	None	Dark Academy 13th Street Nest of Evil
Mandragora	190	150	Those who hear its scream know madness	None	Dark Academy
Maneating Plant	191	164	A carnivorous plant that grew and developed a taste for human flesh	Rose Stem Whip	Forest of Doom
Medusa Head	1	1	A monster created in great numbers from the head of Medusa	Medusa Whip Summon Medusa	Nation of Fools Tower of Death Burnt Paradise

Enemy	HP	EXP	Description	Dropped Items	Location
Merman	35	13	Half fish, half man, and all monster. It hunts prey near the water	Meuniere	Buried Chamber
Mimic	99	38	A creature that disguises itself as treasure, then awaits its prey	Abalone Brooch	Great Stairway Sandy Grave
Mini Devil	10	11	A small demon who makes up for his size in ferocity and malevolence	Tonic	City of Haze
Minotaur	354	414	A monstrous mollusk imbued with the castle's dark power	Bullova Hercules Ring	Dark Academy Burnt Paradise Nest of Evil
Moldy Corpse	112	95	A human consumed by evil after eating a cursed mushroom	Amanita Mushroom	Forest of Doom
Mothman	80	125	Half moth, half man--he sprinkles poisonous dust wherever he goes	None	13th Street Nest of Evil
Mud Man	20	8	A figure made of mud, imbued with a tormented soul	None	Buried Chamber
Mummy	64	24	A mummified warrior, buried in a tomb to protect his king	Stone Mask	Sandy Grave Forgotten City
Nyx	160	206	The master of night	Heart Princess Coat	13th Street Nest of Evil
Old Axe Armor	145	156	A veteran zombie warrior wearing antique armor	Voulge Ancient Armor	Dark Academy Forgotten City 13th Street Burnt Paradise Nest of Evil
Peeping Eye	21	15	A creature that keeps watch in the castle	Eye for Decay	City of Haze
Persephone	60	35	The count's demonic maid. She seems to have bought a new vacuum cleaner	Frilly Camisole Pudding Bucket	Great Stairway
Poison Worm	1200	800	An enormous worm, poisonous to the touch	None	Forgotten City
Quetzalcoatl	128	228	A reincarnation of the ancient snake god	None	Forgotten City Nest of Evil
Razor Bat	50	80	A bat that attacks with razor-sharp blades	Rahab's Frost	Master's Keep
Red Axe Armor	63	225	An armored warrior powered by blood. It cannot be killed	Magical Ticket	Forest of Doom 13th Street
Red Skeleton	1	127	A skeleton warrior that has absorbed blood. It can regenerate	None	Sandy Grave Forgotten City
Ripper	80	127	A fiend who takes great pleasure in slaughtering people with knives	Porkpie Hat Spicy Shrimp	13th Street Burnt Paradise Nest of Evil
Ruler's Sword	300	400	A sword controlled by an evil will. Causes poltergeist phenomena	Jagdplaute Dragon Slayer	Master's Keep Dark Academy Nest of Evil
Sand Worm	250	100	An enormous worm that lurks in the ground to snare its prey	None	Sandy Grave
Skelerang	81	77	A skeleton that expertly hurls boomerangs	Boomerang	Great Stairway Forest of Doom
Skeleton	10	3	A skeletal corpse controlled by magic	Summon Skeleton	Entrance City of Haze Sandy Grave
Skeleton Blaze	180	193	An elite skeleton warrior armed with two swords	Katar Slick Boots	13th Street Nest of Evil
Skeleton Farmer	439	590	A skeleton with a green thumb. Even hell could use a plant here and there	Rice Ball	Nest of Evil
Skeleton Flail	80	75	A skeleton warrior armed with an old musket	Morning Star	Great Stairway Tower of Death
Skeleton Gunman	50	54	A skeleton warrior armed with an old musket	Summon Gunman	Great Stairway Tower of Death

Enemy	HP	EXP	Description	Dropped Items	Location
Skeleton Tree	150	58	A skeleton that grows like a tree	None	Burnt Paradise
Skull Archer	40	60	An archer made of bone	None	Buried Chamber Great Stairway
Skull Bartender	40	60	An archer made of bone	None	Buried Chamber Great Stairway
Slime	20	45	A creature made of a slimy gel. Resistant to physical attacks	None	Buried Chamber Nation of Fools
Slinger	19	9	A skeleton that attacks by throwing his own ribs	None	City of Haze Entrance
Slogra	208	188	A demonic knight who serves Death. It fights on the ground with a spear	Couse	Tower of Death
Spin Devil	99	100	An evil blade possessed by a demented demon	None	Master's Keep
Spittle Bone	10	33	A four-legged skeleton that crawls on walls	None	Sandy Grave Entrance
Student Witch	42	10	An immature witch who's still learning her spells	Cotton Apron Witch's Hat	City of Haze Forest of Doom Dark Academy
Succubus	185	191	A demon that assumes the form of a beautiful maiden to drain vitality	Europa's Dress Succubus Boots	Master's Keep
Tanjelly	155	201	A poisonous creature made of a slimy gel. Resistant to physical attacks	None	Forgotten City Burnt Paradise
Toad	30	34	The result of a demonic ritual gone wrong	Piyoko	Dark Academy
Tombstone	30	114	A gravestone that rattles around violently	None	Forest of Doom
Treant	340	205	An ancient tree animated by a malevolent will	Club	Forest of Doom
Ukoback	16	19	A burning demon who likes to play with fire	None	Great Stairway
Une	10	5	An eerie plant that feeds on blood	Strawberry	Buried Chamber
Vapula	420	396	A demon with a lion's body and a griffon's wings	Hex	Dark Academy 13th Street Nest of Evil
Vice Beetle	30	64	An insect with crushingly powerful jaws. Crawls on the ceiling	None	Burnt Paradise Nest of Evil
Wakwak Tree	550	185	A nasty tree that produces Fleamen	Grapes	Dark Academy
 White Dragon	80	110	The bones of a long-necked dinosaur, animated by a demonic force	None	Sandy Grave Nation of Fools
Wight	44	30	A powerful undead being, born from a rotting zombie	Poncho Penters Natural	City of Haze
Witch	106	124	A spellcaster who rides an enchanted broomstick	Traveler's Hat Astral Brooch	Forest of Doom Dark Academy
Wyvern	293	229	A winged beast related to dragons	None	Master's Keep Nest of Evil
Yorick	110	151	A skeleton that ceaselessly chases its own skull	Spade	Forgotten City Burnt Paradise Nest of Evil
Zacchino	35	9	A stylish and sociable demon who is quite attentive to the ladies	Hero's Cape Cutlass	City of Haze
Zombie	8	2	An animated corpse	Rotten Meat Hobo's Clothes	Entrance City of Haze

Boss	HP	EXP	Description	Location
Abaddon	5000	4000	A master of pestilent locusts from the deep abyss of the underworld	Nest of Evil
Aguni	4000	3500	A primitive god of fire, captured by Dracula's magic	Nest of Evil
Astarte	1500	3000	A creature made of a slimy gel. Resistant to physical attacks	Sandy Grave
Balore	3000	2000	A demon whose very gaze induces terror	Nest of Evil
Behemoth	800	1000	A beast who rebelled against heaven; it fought on even after it was killed	Entrance
Brauner	6000	0	An artist who became a vampire and renounced humanity	Master's Keep
Creature	4000	5000	A four-legged skeleton that crawls on walls	Dark Academy
Dagon	1800	6000	A creature of the swamp	Forest of Doom
Death	4444	0	Dracula's confidant	Tower of Death Throne Room
Doppelganger	2000	2000	A demon who assumes the form of its intended victims before killing them	Nest of Evil
Dracula	6666	0	The true master of the castle	Throne Room
Dracula (true form)	6666	0	The true master of the castle	Throne Room
Dullahan	600	500	A beheaded knight who carries his severed head	City of Haze
Fake Grant	3800	3000	A zombie disguised as Grant DaNasty	Nest of Evil
Fake Sypha	3200	3000	A zombie disguised as Sypha Belnades	Nest of Evil
Fake Trevor	3800	3000	A zombie disguised as Trevor Belmont	Nest of Evil
Gergoth	3800	2500	A once-gentle beast, warped by magic and driven mad by imprisonment	Nest of Evil
Keremet	666	2000	A demon that lives in small, enclosed spaces	Great Stairway
Legion	2000	4000	The one who is many	Nation of Fools
 Loretta	2500	0	Stella's twin sister. She's a powerful witch	Master's Keep
Medusa	3500	6000	A monster who turns her victims to stone. One of three Gorgon sisters	Burnt Paradise
Mummy Man	4500	5000	A member of a royal family who became a mummy in search of everlasting life	Forgotten City
Stella	2500	0	Loretta's twin sister. She's a skilled swordmaster	Tower of Death Master's Keep
Werewolf	4500	6000	A cursed man who transforms into a ferocious beast when the moon is full	13th Street
Whip's Memory	5000	0	A memory of the last Belmont to wield the Vampire Killer	Master's Keep
Zephyr	3210	3210	A demon who has mastery over time	Nest of Evil

DARK ARTS

Feast your eyes on an exclusive first look at Konami's latest DS masterpiece, Castlevania: Portrait of Ruin.

By Steve Thomason

Castlevania. It's one of the most hallowed names in all of gaming. It's a name that carries with it more memorable experiences than almost any other; a name that consistently lives up to not only its storied heritage, but the ever-lofty expectations of its devoted followers. Since 1986, we've hunted vampires on more than 10 platforms and across nearly a millennium of history. To celebrate the gothic high adventure's 20th anniversary, producer Koji "Iga" Igarashi and his team are inviting us back to Dracula's castle this fall, whip in hand, for an intriguing new chapter in the Castlevania legacy.

"I truly feel that defeating even a weak zombie should be rewarding."—Koji Igarashi

Two to Tango

Whereas Aria of Sorrow and Dawn of Sorrow gave us a glimpse of the near future, Portrait of Ruin returns to the past; more specifically, to World War II. Harnessing the abundance of unrested souls produced by the war's bloodshed, a mysterious vampire named Brauner is attempting to restore the house of Dracula. Fortunately, not one, but two heroes stand in his way: Charlotte, a magic-user affiliated with the church, and Jonathan Morris, a young vampire-hunter. If that last name sounds familiar to hard-core fans, it's because his father, John Morris Sr., battled Dracula in Castlevania: Bloodlines for the Sega Genesis (see the Tracing the Bloodline sidebar).

Portrait's gameplay, however, sticks to the exploration-heavy approach established by more-recent games in the series, but with an additional twist—the ability to switch between two playable characters on the fly. Jonathan is the more-traditional Castlevania protagonist, relying primarily on physical attacks. Though he sets out with the series' iconic whip, he can also wield other weapons such as a sword or mace, much like Dawn of Sorrow's Soma Cruz. Charlotte, meanwhile, boasts a wide variety of magical skills (among them, the ability to transform into animals). Using these two very different characters in concert is essential to their survival. Some of Charlotte's spells, for instance, can take quite a while to cast, leaving the sorceress vulnerable. Once you've initiated the spell, you'll need to switch to Jonathan and protect your partner from harm until she can complete the incantation. While playing as either Jonathan or Charlotte, you can also summon the other character to launch continuous strikes, help you get past a particular obstacle (for example, one character can give the other a boost to reach a high ledge), or unleash a powerful combination attack. Judging by what we've seen, it all works seamlessly and promises to add new depth to the Castlevania formula.

Tools of the Trade

As in most Castlevania titles since Symphony of the Night (the first one produced by Iga), your characters will level up over the course of the adventure and find a variety of items, armor, and accessories strewn throughout the castle. In fact, those elements will play a greater role than they have in the most-recent games. "Personally, with Dawn of Sorrow, I thought we focused too much on the souls," says Iga. "It took away from the various other items in the game. So as a player, you only cared about getting souls. I wanted to let the player know that the other items are also important. I wanted to put more focus on those." Not focusing on one particular element gives the game a broader scope reminiscent of Symphony of the Night. But the concept behind the tactical souls hasn't disappeared completely. "[The souls] in Dawn of Sorrow gave meaning to defeating even the weakest enemies, like zombies," opines Iga. "You wanted to collect their unique souls. That was an important element. In this game, you don't collect souls, but I truly feel that defeating even a weak zombie should be rewarding." To that end, Iga and his team have implemented a new skill system. By completing certain quests—say, collecting eight zombie eyeballs—one of your characters will earn a new skill. These skills range from new magic spells (for Charlotte) and sub-weapon attacks (for Jonathan) to special abilities like the good old double jump. "That way, defeating even smaller enemies will have some importance or purpose," Iga points out. Teaching the heroes each new skill is the ghost of "a combatant from the previous war," according to Iga. Whether the apparition has any connection to Bloodlines, which took place during World War I, the producer won't say.

All in the Family

The family theme, always an important element of the series, is even more significant in Portrait of Ruin. Of course, the first family that comes to mind when talking about Castlevania is the Belmonts. The famous clan of vampire-hunters went missing for most of the 20th century according to series lore, but Vampire Killer, the family's legendary whip passed down from generation to generation, will nonetheless play a big role in Portrait of Ruin. "When you begin the game, Jonathan is carrying a whip, but he can't use Vampire Killer yet," explains Iga. "The Morris family is related to the Belmonts, but there is a difference between the two families. A Belmont is inherently capable of using Vampire Killer without any special instructions or abilities just because he's a Belmont. But someone from the Morris family has to do something special in order to use it. You'll find out what I mean by that when you play the game."

For those wondering if we'll see a dash of romance between Jonathan and Charlotte, Iga insists that their relationship is purely platonic. "They've known each other since childhood. And both their families are devoted to fighting evil. Other than that, there is no deeper connection. [Laughs]" Charlotte's family, according to Iga, is somehow related to the Fernandez clan. (Carrie Fernandez was one of the protagonists in Castlevania for N64.)

Just as Jonathan is following in the footsteps of his father, Brauner's twin daughters—Stella and Loretta—share their father's goal of resurrecting Dracula. Compared to the Morris family, however, things between Brauner and his offspring are a bit more complicated. "Brauner wants to summon Dracula's castle, but he doesn't want the twins to get involved," explains Iga. "As a father, he doesn't want to put them in danger. But the two are actively working to protect their father at the same time." How this family affair affects the game's events could prove most interesting.

The backgrounds in Portrait of Ruin include polygonal elements to give them added depth.

The Far Corners of Evil

In addition to being a powerful vampire and a loving father, Brauner is also an accomplished painter. Hence the game's subtitle. "We've been using musical terms for the subtitles recently, like Symphony of the Night," Iga reminds us. "But when you think of major art forms, the other one that comes to mind is painting. So I thought, why don't we try something with paintings for this new project?" You'll find Brauner's works hanging throughout the castle, but they serve as much more than just elegant decoration. Each one can transport you to a different locale, from the deserts of Egypt to a London-inspired city called Misty Town. Your travels lend the game some extra variety from both a visual and audio standpoint. The soundtrack, composed by famed series maestro Michiru Yamane, has a bit of ethnic flare specific to each destination. At the same time, it retains the series' strong gothic identity, resulting in something that sounds new and exotic, yet hauntingly familiar.

Can we find a book like that at our local Barnes & Noble?

Despite the occasional outdoor excursion, the majority of the adventure still takes place within the walls of an enormous castle. Like previous Iga-produced games in the series, the level design has a Metroid-esque focus on exploration that means you won't be able to reach certain areas until you've acquired a certain item or skill. Within this structure, each outdoor area serves as a subdungeon of sorts. Iga promises that the game will be even larger than Dawn of Sorrow. Perhaps more impressively, it will also boast a greater number of enemies. Says Iga, "I'm even bringing back monster designs from Symphony of the Night and Rondo of Blood. There's going to be a lot of enemies! [Laughs]"

How can he be so ambitious with such a short development cycle? Many members of the team responsible for Castlevania: Circle of the Moon have been added to Iga's group (the two teams used to be separate). The result is a much larger development staff than the one that worked on Dawn of Sorrow.

TRACING THE BLOODLINE

The only game in the series ever released on the Sega Genesis, Castlevania: Bloodlines was set during the first World War and featured two playable characters: Belmont heir John Morris and his longtime friend, spear-wielding Eric Lecarde. John's father, Quincy (based on the character who slew the count in the novel *Bram Stoker's Dracula*), had killed Dracula 20 years earlier, but in Bloodlines, Dracula's niece, a witch named Elizabeth Bartley, starts the war so she can harvest the souls of fallen combatants to resurrect her uncle. Like Portrait of Ruin, Bloodlines is one of the few Castlevania games that takes players beyond Dracula's castle, with numerous stages set throughout Europe. When asked if Eric Lecarde or any other characters from Bloodlines would make an appearance in Portrait of Ruin, Iga responded slyly, "Please look forward to it."

BEYOND RUIN: IGA TALKS REMAKES, REVOLUTION, AND RETIREMENT

NP: Any thought or hints on when we'll see the game that takes place in 1999 and shows Dracula's final downfall at the hands of Julius Belmont?
Iga: I hope I can work on that story for a future project. Not only the game that takes place in 1999, but also revisiting Quincy Morris. I still haven't had the chance to expand on the story with Quincy Morris.

NP: Is it important to you to stay consistent within the Castlevania timeline?
Iga: I go case by case. It depends on the situation. I do my best to follow the timeline, though.

NP: Do you have these story elements planned out for the entire timeline, or is it developed primarily from game to game?
Iga: I'm always thinking about stories for the different time periods, but the most important part in game development is the gameplay system. After that, I try to decide how this game system best fits into the Castlevania timeline. In this case, with two playable characters in the game, it didn't fit with the 1999 story, for instance. So what we do is work on the game system first, then try to come up with the best match in the timeline.

NP: In some previous interviews, we've seen you express interest in remaking Castlevania III. Have you given any more thought to remaking any of the older Castlevania titles?
Iga: I'm always thinking about it. I need a good sales forecast, though, so I can make it happen. [Laughs] If I could get a good sales forecast, I could invest a lot of money in a remake. [Laughs] There are good Castlevania titles from the past that I do want to remake. I want to make them even better. Better quality means bigger budgets, though. [Laughs]

NP: You've been working on Castlevania for quite some time now. What maintains your passion for the series?
Iga: I guess I simply love the atmosphere of Castlevania. I love this world. And I'm an action-game fan. If time allows, I want to work on a shooting game, but forget about that for now. [Laughs] I can't make any shooting games within the Castlevania universe. I guess what makes me really passionate is that I always loved Castlevania as a gamer. As you said, I've been working on the series for a long time. My team members are growing. When I first started with the Castlevania series, I had to do everything. Brainstorm the storyline, work on the game system, do the character design, and all kinds of things. But now my team members are getting older and more experienced. They all work so closely together now, sharing their opinions about different aspects of the game. I don't have to involve myself in everything anymore. That's great for me. I guess I'm ready for retirement. [Laughs]

NP: What are your thoughts regarding the recent announcement of a Castlevania movie?
Iga: I cannot make any official comments for Konami. All I can say about the movie is what we've seen in the announcements from the film director. I love movies, though. I wish I could do some independent films myself. [Laughs]

NP: Has there been any talk of a Castlevania animated series?
Iga: I really like anime, too, so . . . [Laughs] One of the dilemmas I'm facing with Castlevania is that it's always game-oriented. Although there's some story elements, we're not providing a ton of background. I'm always looking for opportunities to create back-up materials, such as anime, or it could be the movie. Anything that could put a greater focus on the storyline. In Japan, we have Castlevania manga books, and in the US, you have the Castlevania comic from IDW Publishing. If there's anything that we could do aside from the video game, I'd love the opportunity. If time and money allow, then I would really love to shoot a movie. I could work on anime, but I can guarantee it wouldn't sell. [Laughs]

NP: Are you working on or planning any Revolution titles?
Iga: I can't say that I'm working on Revolution. I'm really busy with the DS game right now. I really like the controller, though, so if time allows and if Revolution is well-received, then I would love to work on it.

> *"I love 2-D games. I don't want to lose this style of game . . ." —Koji Igarashi*

Form and Function

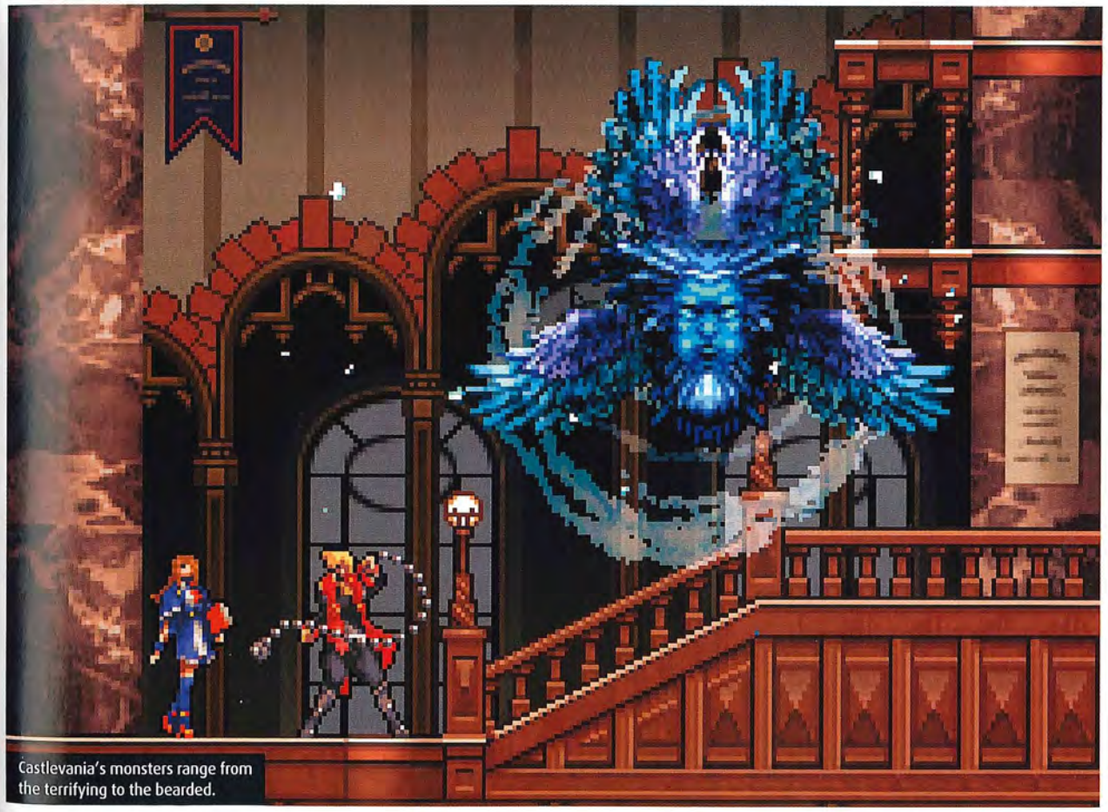
When it comes to using the DS's unique functionality, Iga is taking the approach of doing whatever best serves the Castlevania experience. As in Dawn of Sorrow, all of the action in Portrait of Ruin takes place on the bottom screen, while the top screen displays either enemy and player information, or a map that's updated in real time as you explore the castle. It may not be the sexiest use of the handheld's dual displays, but as any Castlevania fan will tell you, it's a godsend. "As for the touch screen," says Iga, "we came to the conclusion that we don't want to interrupt our action gameplay. So we decided not to use the touch panel like we did with the magic seals and breakable crystals in Dawn of Sorrow. [That] game was closer to the DS launch, so we felt pressure to utilize the touch screen. But now that we see a lot of competitors using it, we decided to just go with pure action."

One DS feature that Iga intends to take full advantage of, however, is Wi-Fi play. The producer plans to include either a co-op mode, or a versus mode similar to the LAN battles in Dawn of Sorrow (the members of the NP staff on hand during the interview all blurted out "co-op!"). Whichever one he goes with, he wants it to play off of the dual protagonists. As you collect items in the game, you'll also be able to set up your own shop and sell your acquisitions to other players around the world.

Art Appreciation

Keeping with tradition, Portrait of Ruin is shaping up to be another hand-drawn masterpiece. The game uses an upgraded version of the Dawn of Sorrow engine that allows for more effects and character sprites onscreen at once while maintaining the same stunning level of background detail. "Now that we've done one DS project, we're targeting the limits of the hardware," Iga claims. "We really want to challenge it. Since there are two characters, and one can back the other up, we're really thinking about throwing tons of enemies at the player at once." As an example, he showed us one room that contained over 20 zombies. Portrait of Ruin also boasts massive, multijointed monstrosities that are more impressive than anything we've seen in the series to date. The overall visual style will retain the anime influence we saw in Dawn of Sorrow (and feature another fully animated intro), but with a slightly older, more-adult feel.

When asked why he continues to create games in 2-D while the rest of the market trends toward polygons, Iga responds, "Personally, I love 2-D games. I don't want to lose this style of game, and I consider it the best match for the Nintendo DS. The number of artists who can draw by hand like this is getting smaller and smaller. I'm trying to train more. We need to preserve hand-drawn artistry!" Here's hoping he and his team preserve it for another 20 years.



Castlevania's monsters range from the terrifying to the bearded.

Castlevania
Order of Shadows

It is the late 1600's, and a group known as The Order is trying to resurrect Count Dracula. Their leader, a man named Rohan Krause will stop at nothing to revive the Count. Desmond Belmont, a member of the long lived vampire hunting Belmont clan, has set out to stop The Order from fulfilling their dream of bringing back Lord Dracula. Armed with a Leather Whip, Desmond begins his journey into the unknown.

Released on September 18th, 2007 on cell phone providers throughout the United States, Castlevania: Order of Shadows is the story of Desmond Belmont's quest to prevent the resurrection of Count Dracula. The leader of The Order, Rohan Krause, who for more than 20 years has been the arch nemesis of Desond's father, is convinced that he can bring Count Dracula back to this Earth to savage the lands far and near. Although still rather inexperienced, Desmond realizes his destiny is to put an end to The Order before it is too late. Desmond's adventure begins at a Mansion, where he is in search of The Order's hideout. He must find the Sacrificial Alter before the resurrection of Dracula takes place. He is joined on this voyage by his sisters, Zoe and Dolores, who aid his search for the alter that is said to be used in Dracula's revival. Desmond encounters many enemies along his path, who attempt to put him on a detour straight to hell. Luckily for Desmond, he is able to acquire a large selection of Sub-Weapons, the ability to use Alchemy spells, and also stronger whips including the legendary Vampire Killer, which are all much needed to destroy the madness that awaits him.

While other Castlevania titles like Dracula's Curse and Dawn of Sorrow were ported to cell phones from their original form, Order of Shadows was the first game in the franchise to be released only on a cell phone. It's game play is that of an RPG element similar to Symphony of the Night, in which Desmond obtains HP, MP, and EXP. It is a much shorter game though, with only 5 levels. It also holds the rare distinction of being the first Castlevania title to never be released in Japan. Order of Shadows does not take long to go through, but it has some replay value in which you can play again in a hard mode, and also have unlimited items. Being released only for cell phones, and also since its more of a side story to the Castlevania timeline, Order of Shadows was not as well known as many of the other games in the series. Overall Castlevania: Order of Shadows is challenging enough that the average Castlevania fan should enjoy this adventure.

 Desmond Belmont	The hero of the game, Desmond Belmont wields the Vampire Killer whip and tries to stop The Order, an mysterious cult planning to resurrect Dracula.
 Zoe Belmont	Desmond's sister, she joins his other sister Dolores to search the castle for the sacrificial altar.
 Dolores Belmont	The younger sister of Desmond and Zoe. She assists Zoe in search of the sacrificial altar
 Dracula	The lord of darkness, he is pure evil. Served by humans who hope to be granted rewards of immortality.
 Death	When Desmond is killed in battle, Dracula's loyal servant Death will hover over his body and take his soul.
 Rohan Krause	The leader of The Order who seeks to resurrect Dracula and sign a blood pact with him.

Enemy	Location
Axe Armor	Bat's Belfry Inner Sanctum
Bat	Bat's Belfry Inner Sanctum
Bone Throwing Skeleton	The Mansion Bat's Belfry
Fleaman	Bat's Belfry Inner Sanctum
Giant Armor	Inner Sanctum
Giant Ghost	Inner Sanctum
Harpy	The Cavern Inner Sanctum
Medusa Head	Bat's Belfry The Cavern Inner Sanctum
Minotaur	Bat's Belfry Inner Sanctum
Skeleton	The Mansion
Skeleton Archer	The Cavern Inner Sanctum
Watcher	The Mansion
Witch	Bat's Belfry Inner Sanctum
Zombie	The Mansion Bat's Belfry

Boss	Location
Order Knight	The Mansion
Twin Bats	Bat's Belfry
Medusa	The Cavern
Rohan Krause	Inner Sanctum
Dracula	Castle Keep

Order of Shadows Information

Contributed by Congo Joe

Earned Abilities

Beat Order Knight to attain the back dash
Beat Twin Bats to attain the slide
Beat Medusa to attain the double jump
Beat Rohan Krause to attain the Vampire Killer

Item List

Regular Items
Heart - Restores magic power
Big Heart - Restores a bigger portion of magic power
HP-Up - Restores all HP

Inventory Items
Half Chicken - Restores 25% of your total health
Hamburger - Restores 20% of your total health
Tart - Restores 12.5% of your total health
Chicken Leg - Restores 5% of your total health
Taco - Restores 10% of your total health
Fermented Soy Beans - Restores 50% of your total health
Egg Udon - Restores 33% of your total health
Tonic - Restores 50 health
Potion - Restores 25 MP
Super Tonic - Restores all HP
Super Potion - Restores all MP
Energy Drink - Restores all HP/MP

Whip Types

Leather Whip
Damage: 26
Speed: Normal
Range: Long

The weak form of the Vampire Killer. Its true power unrealized in the hands of an inexperienced Belmont.

Flame Whip
Damage: 58
Speed: Normal

Range: Long

A whip imbued with the power of flames.

Vampire Killer
Damage: 83
Speed: Normal
Range: Long

The true form of the legendary whip wielded by the Belmont Family.

Sub-Weapons
Demon Sword
Damage: 63
Speed: Slow
Range: Short-Medium
Cost: 12 MP

Cursed by a dark priest, the Demon Sword was once wielded by a knight.

Cross
Damage: 10
Cost: 5 MP

A holy cross that returns to Desmond when thrown.

Doves
Damage: 22
Cost: 12 MP

Pets used by a family friend for protection.

Sacred Cross
Damage: 20
Cost: 7 MP

Blessed with divine power, the sacred cross arches forward and returns to Desmond.

Throwing Axe
Damage: 11
Cost 5 MP

A Razor-sharp throwing axe capable of cutting throught stone.

Lightning Hammer
Damage: 77
Speed: Slow

Range: Medium
Cost: 20 MP

Energized with electricity, the lightning hammer is nearly indestructible.

Ujava
Damage: 43
Speed: Normal
Range: Medium
Cost: 13 MP

A Legendary sword created from one of Indra's thunderbolts.

Muramasa
Damage: 31
Speed: Fast
Range: Short
Cost: 10 MP

The Muramasa has almost a life of its own, created by a legendary swordsman and blacksmith.

Crissaegrim
Damage: 47
Speed: Fast
Range: Medium
Cost: 15 MP

One of the rarest and most powerful weapons, the Crissaegrim can strike a target multiple times.

Platinum Blade
Damage: 24
Speed: Fast
Range: Medium
Cost: 6 MP

A blade forged of the purest platinum. Its light weight aids its speed.

Alchemy Items
Frostbolt - Harness the power of ice through alchemy with the frostbolt.
Invulnerability - Prevents all damage for 5 seconds.
Reflect - Return attacks back from whence they came.
Lightning - Shoot bolts of lightning from your fingertips.
Firestorm - Rain Holy Fire on creatures from the underworld.
Heal - Replenish 30 HP.
Meteor - Call upon a giant meteor to strike down enemies.
The Gambler - Take a chance at increasing attack power or defensive ability.

Hellfire - Call forth three fireballs from hell by channeling the Dark Lord.

Order of Shadow's castle (or The Order's "mansion," in this case) layout is best described as a hybrid between old and new--the classic stage-by-stage setup meets the current titles' exploration-based formula. That is, the hero Desmond will be confined to an area, each straightforward save for split paths, until he eliminates its boss guardian and earns an accessibility move that will allow him to move on to the *next* area. He can at any time return to previously cleared areas and fully navigate them at his convenience, which doesn't change that the fact that the game is largely linear.

The Mansion

Though recent titles have deemed that their castles are but "replicas" of Castlevania or entirely different estates, The Order's mansion is indeed relative and only part of a much larger whole; its hideout is the very entrance to what is certainly the very castle of Lord Dracula. "The Mansion," as this rather short level is called, is best described as your usual main hall, where the weaker zombies and skeletons greet the hero and perhaps instill within him a false sense of ease; the entire area, in fact, is lacking for enemy types and is in that sense scarcely populated. The path leads through the upper hall, its lower bone-bushel-filled foyer, back up a rocky tower, and out to the woods, where the The Order's first high-ranked minion is stationed.

Lesser Enemies: Zombie, Skeleton, Watcher and Bone-Throwing Skeleton

Boss: Order Knight

Music Track: Daring Assault

The Bat's Belfry

Continuing through the woods, Desmond arrives at The Bat's Belfry, named, of course, for the guardians that nest at its exit. The name of the game is split paths, of which the Belfry has no shortage; the path through the woods leads up, onto a tattered bridge whose upper and lower compartments present their own challenges, or forward to the mountain range, which has its own split path whose separate branches are at present abbreviated due to Desmond's lack of special moves. This forces Desmond to take the upper path, the bridge that leads into the Belfry, itself--its stone chambers forging a direct path the obvious boss(es). Defeating the twin terrors allows Desmond access to a balcony, which drops down into the aforementioned mountain range, whose lower path is now accessible via the slide maneuver he learned by defeating the boss. (The breaching of its upper path requires that Desmond earn the double jump.)

Lesser Enemies: Zombie, Bone-Throwing Skeleton, Fleaman, Bat, Witch, Axe Armor, Medusa Head and Minotaur

Boss: Twin Bats

Music Track: Bloody Tears

Second Track: Dancing the Stairs Away

The Cavern

The onslaught of Medusa Heads just outside the Belfry's lower exit point should be enough hint of the pain that's to come. Indeed, Desmond will spill into the caverns and trek mostly down through a series of zigzagging caves as stuffed with the deadly combination of Medusa Heads and Skeleton Archers, which for Desmond equals a storm of projectiles as he negotiates his path. The rather abrupt caverns lead into a temple where the remains of a previous warrior, now a lovely stone ornament, is a clear warning sign that a legendary foe is about to make her entrance, sword in hand. The boss' defeat not only earns for Desmond the double jump--it saves him the trouble of backtracking by warping him right back to the Belfry, at the mountain range's lower entrance. A quick trip up and around to its top exit will lead him to the next area.

Lesser Enemies: Medusa Head, Skeleton Archer and Harpy

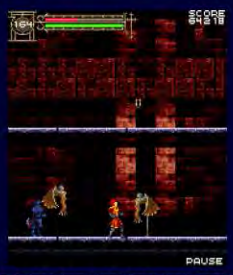
Boss: Medusa

Music Track: Grounded Search

The Inner Sanctum

The mountain range's exit, guarded closely by a Minotaur and an Axe Armor, leads into the Inner Sanctum, believed to be the site of the Sacrificial Altar, from which the Dracula-resurrecting ceremony is to commence, and more importantly Rohan Krause, our main antagonist. The Sanctum is filled with enemies and most perilously the strongest of their kind, the most dangerous of which are stuffed into narrow pathways where combat cannot be avoided. After plowing through two initial red-

bricked grottos, both split into upper and lower paths, Desmond will find a third whose immediate abyss gives him the option to drop down and quickly escape rather than take the long path around and fight the enemies (which may be fool's gold for a hero who might be in need of the items as stored within the long path); another such grotto leads to the area's final leg, whose nasty combination of Minotaurs and Giant Ghosts poses a considerable threat. Defeat them and only a few lines of exposition stand between you and Rohan Krause.



Lesser Enemies: Minotaur, Harpy, Axe Armor, Witch, Giant Armor, Fleaman, Bat, Skeleton Archer, Medusa Head and Giant Ghost

Boss: Rohan Krause **Music Track:** Covering

Castle Keep

It's never that simple, of course. Krause's defeat, though necessary, was unfortunately for the Belmont siblings the desirable means for Dracula's resurrection, which, as powered by Krause's pure blood, spells trouble for the hero who brought it upon himself. Dracula will tell you as much after you exit the Sanctum and climb to the top of the Castle Keep, which is nothing you haven't seen before: Little in the way of obstruction as you hustle up a few long stairways leading into the seemingly floating structure and its throne room, where a quick conversation gives way to the final battle.

Lesser Enemies: None

Boss: Dracula **Music Track:** Blood Fugue

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Castlevania® The Dracula X Chronicles™

In the halcyon days of yore, overripe with peace and prosperity, not a soul believed that tomorrow could bring anything but more of the more tranquil plenty about them...

But peace and prosperity always give rise to the wicked; those who would deny mankind comfort, and grow bored of peace.

A dark congregation of such villains began to gather, plotting to revive an unholy power to destroy the decadent world and begin anew. Their ambitions for the new world to be born grew steadily, mirrored in the leering grins etched upon their face. A century later, that vile creature was reborn unto the world. Taking the form of bat, wolf, or mist at will, he stalked the land by night, draining young maidens of their blood to feed his own immortality. Thus the malefic Count Dracula, lord of Castlevania, came to live again.

Released on October 23rd, 2007 for the Sony PlayStation Portable, Castlevania: The Dracula X Chronicles is a direct remake of Castlevania: Rondo of Blood. This marked the first time that Rondo was available in the U.S. as its previous original version was only released in Japan back in 1993. Besides the Rondo of Blood remake, The Dracula X Chronicles also consists of ports for both Castlevania: Symphony of the Night, and the original Japanese version of Rondo. Both of those games are unlockable at various points while playing Dracula X Chronicles. The game is very loyal to the original version of Rondo, as the plot pretty much remains the same. Dracula has kidnapped Richter Belmont's girlfriend Annette Renard, along with her younger sister Maria, and two local villagers, Tera and Iris. The Count did this as a plot of revenge toward the Belmont clan, in hope that punishing Richter would be repayment for what other Belmonts like Simon and Trevor did to Dracula in the past. Richter is armed with the Vampire Killer, which can be upgraded to a Flame Whip. He has several different Sub-Weapons available, and he must face most of the cast of monsters from Rondo of Blood, along with several new ferocious creatures added for The Dracula X Chronicles. At one point there were rumors that Dracula X Chronicles was also to be ported to Sony's PlayStation 2, but nothing ever happened with that, thus making DXC the only Castlevania game ever to be released on the hand held PSP. Despite being limited only to gamers who had a PSP, which was a less favored system than the Nintendo DS, Castlevania: The Dracula X Chronicles was a popular title, and a great tribute to it's predecessor, Rondo of Blood.

Richter Belmont

A member of the legendary Belmont clan, in Dracula's eyes Richter is guilty by association, and he kidnaps Richter's girlfriend Annette, along with her sister Maria, and 2 other villagers as a plot of revenge toward the Belmonts.

Maria Renard

Maria was taken along with her sister Annette, by Dracula's evil minions. She is held in the Entrance to Castlevania stage. When rescued, Maria becomes a playable character in the game.

Annette Renard

Richter's girlfriend, the lovely Annette Renard was kidnapped by Dracula in order to gain revenge on the Belmont clan by luring Richter to Castlevania to destroy him.

Tera

Tera is a nun who was also kidnapped by Dracula's dark forces. She is held captive in a cave within the Cemetery.

Iris

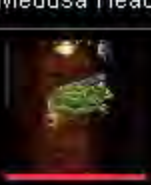
Iris is the daughter of a doctor from the town village. She too was taken captive and is imprisoned in the Mountain Range.

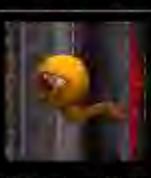
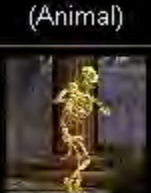
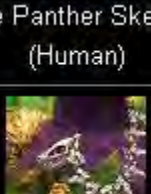
Shaft

Shaft is a dark priest who revives Dracula to unleash his evil upon all.

Dracula

After being revived by Shaft, Dracula kidnaps 4 women because he knows that Richter Belmont will set out alone to rescue them, and he has his minions standing by to aid in the defeat of Richter in order to gain revenge on the Belmont clan.

Enemy	Location
Armor Knight	Stage 3: The Chapel Stage 5': Hidden Docks
Axe Armor	Stage 2: Main Hall Stage 4: The Dungeon Stage 5': Hidden Docks
Bat	Stage 1: Town Ruins Stage 2: Main Hall Stage 3': The Graveyard
Behemoth	Stage 2: Main Hall
Bone Pillar	Stage 2': Lake Bridge Stage 3: The Chapel Stage 3': The Graveyard Stage 4: The Dungeon
Captain	Stage 5: Ghost Ship
Crow	Stage 2: Main Hall Stage 2': Lake Bridge Stage 4': Mountain Range Stage 5': Hidden Docks
Ectoplasm	Stage 1: Town Ruins
Fleaman	Stage 3: The Chapel Stage 4: The Dungeon
Flying Skull	Stage 5: Ghost Ship
Frog	Stage 4': Mountain Range
Gargoyle	Stage 2': Lake Bridge
Ghost	Stage 3: The Chapel
Giant Eagle	Stage 4': Mountain Range
Golem	Stage 1: Town Ruins
Grave Keeper	Stage 3': The Graveyard
Great Armor	Stage 2': Lake Bridge Stage 5': Hidden Docks
Great Axe Armor	Stage 4: The Dungeon Stage 5': Hidden Docks
Great Spirit	Stage 3': The Graveyard
Hands of the Dead	Stage 3': The Graveyard
Harpy	Stage 5': Hidden Docks Stage 7: Clock Tower
Heavy Armor	Stage 5: Ghost Ship
Item Hunter	Stage 3: The Chapel
Key Eagle	Stage 7: Clock Tower
Man-Eating Plant	Stage 1: Town Ruins
Medusa Head	Stage 3: The Chapel Stage 5': Hidden Docks Stage 7: Clock Tower
 Medusa Head (Stone)	Stage 3: The Chapel Stage 5': Hidden Docks Stage 7: Clock Tower

Enemy	Location
Merman	Stage 2: Main Hall Stage 2': Lake Bridge Stage 4': Mountain Range Stage 5': Hidden Docks
Mudman	Stage 3': The Graveyard
Paranthropus	Stage 3: The Chapel
 Peeping Eye	Stage 2: Main Hall Stage 4: The Dungeon Stage 5': Hidden Docks
Poltergeist	Stage 5: Ghost Ship
Raft Skeleton	Stage 4': Mountain Range
Red Skeleton	Stage 4: The Dungeon Stage 5': Hidden Docks
Semlar	Stage 5: Ghost Ship
Skeledragon	Stage 4: The Dungeon Stage 5': Hidden Docks
Skeleton	Stage 2: Main Hall Stage 3: The Chapel Stage 3': The Graveyard Stage 4: The Dungeon Stage 4': Mountain Range Stage 5': Hidden Docks Stage 7: Clock Tower
Skeleton Ape	Stage 1: Town Ruins
Skeleton Archer	Stage 5: Ghost Ship
Skeleton Blaze	Stage 1: Town Ruins Stage 5: Ghost Ship
Skeleton Gunman	Stage 5: Ghost Ship
Skeleton Morning Star	Stage 5: Ghost Ship
Skeleton Rapier	Stage 2': Lake Bridge Stage 5': Hidden Docks
Skull Club	Stage 2': Lake Bridge
Tombstone	Stage 3': The Graveyard
Vampire Bat	Stage 7: Clock Tower
Victory Armor	Stage 7: Clock Tower
Water Ghost	Stage 7: Clock Tower
Were Panther Skeleton (Animal)	Stage 7: Clock Tower
 Were Panther Skeleton (Human)	Stage 7: Clock Tower
 White Dragon	Stage 3': The Graveyard
Zombie	Stage 2: Main Hall

Boss	Location
Bone Golem	Stage 2: Main Hall Stage 2': Lake Bridge
Carmilla	Stage 4: The Dungeon Stage 4': Mountain Range
Death	Stage 0: Prologue
Death (2nd form)	Stage 5: Ghost Ship
Dogether	Stage 3: The Chapel Stage 3': The Graveyard
Dracula	Stage 8: Castle Keep
Dracula (2nd form)	Stage 8: Castle Keep
Dracula (3rd form)	Stage 8: Castle Keep
Dullahan	Stage 4: The Dungeon Stage 4': Mountain Range
Franken	Stage 6: Marble Gallery
Giant Bat	Stage 6: Marble Gallery
Hydra	Stage 5': Hidden Docks
Laura	Stage 4: The Dungeon Stage 4': Mountain Range
Lesser Vampire	Stage 7: Clock Tower
Medusa	Stage 6: Marble Gallery
Minotaurus	Stage 3: The Chapel Stage 3': The Graveyard
Mummy Man	Stage 6: Marble Gallery
Serpent	Stage 1: Town Ruins
Shaft	Stage 6: Marble Gallery
Shaft's Ghost	Stage 7: Clock Tower
Werewolf	Stage 2: Main Hall Stage 2': Lake Bridge
Wyvern	Stage 1: Town Ruins

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Castlevania: The Dracula X Chronicles - Walkthrough

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+------------------------------------------------------------------------+
|                  CASTLEVANIA DRACULA X CHRONICLES                      |
|                    FAQ/Walkthrough Version 1.1                         |
|                      Written By: Mogg 13-42                            |
|                      E-mail: thaei@yahoo.com                           |
+------------------------------------------------------------------------+
```

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I. GAME BASICS [01]

CONTROLS [01a]

Up	: Ascend stairs.
Down	: Descend stairs, crouch.
Left	: Move character left.
Right	: Move character right.
Triangle	: Item crash
Square	: Attack
Circle	: Cancel and return to previous screen.
X	: Jump.
Up + Square	: Use subweapon.
Down + X	: Slide (Maria).
X (Double Tap)	: Backflip (Richter), Double jump (Maria).

II. WALKTHROUGH [02]

```
================================================================================
STAGE 00 : PROLOGUE                                                       [02a]
================================================================================
```

Don't bother trying to reach Death because you can't. Instead, hit his scythe when it gets within range of your whip, to destroy it. Avoid the massive skull Death sends your way. The stage ends soon after.

```
================================================================================
STAGE 01                                                                  [02b]
================================================================================
```

```
+==============================================================================+
| Stage Titles                                                                 |
+==============================================================================+
| Richter : Dinner of Flames                                                   |
| Maria   : Birthplace of Tragedy                                              |
+==============================================================================+
```

Area 01 : Go right while defeating the skeleton apes along the way. The torches contain hearts, cash, and sometimes subweapons so be sure to destroy them. Continue onwards to Area 2.

Area 02 : Proceed up to Area 3.

Area 03 : At the beginning of this area, smash the wall behind you to get a cash bag. Continue right. Kill the skeleton apes that drop from the windows. Destroy the candles and lamps for some cash.

Area 04 : There are 2 paths that can be taken from here. You can either go down the stairs at the bottom to the next area. Or head to the lower portion and jump on the higher platform to your left, then smash the wall to find a new passage.

< Branch Path # 1 >

From Area 4, head down the steps all the way to the next area. Kill the bats. Once you encounter the golem, aim for its upper body by jumping and pressing forward plus the attack button. Be sure not to stick too close to your target to avoid damage. You can also extinguish the golem's flame attack with your whip.

Go through the door at the end to reach the boss chamber.

```
================================================================================
BOSS : WYVERN
================================================================================
```

This boss has 2 types of long range attacks -- flame breath and shockwave. Just stay at the opposite end of the field to avoid flame breath. As for the shockwave, just jump over it.

[Richter & Maria]

Use the Axe to score multiple hits on the boss while in mid-air. The dragon will also swoop down in an attempt to grab you, so jump and whip the boss at the lowest point of its dive.

If you're using Maria, you should be able use normal attacks to hit Wyvern whereever it goes, since she has double jump.

==========

< Branch Path # 2 >

At Area 4, head down the first stairs to the lower portion of the area, then jump onto the higher platform to your left and smash the wall. Proceed through the path and drop into the hole at the end.

At the bottom area, smash the left wall first. Kill the maneating plant and attack the far left wall. You will find a Soundtrack Item there. Turn back out and smash the right wall. Continue onwards to the boss chamber.

Use the pulleys to reach the top-right door. Take note that you will die if you fall into the water.

==========
BOSS : SERPENT
==========

[Strategy : Richter & Maria]

Don't move around too much. Instead wait for the serpent to appear and move away from its path. When it stops to face you, jump and attack the head, then quickly move away from the boss to avoid its water attack. If the serpent loops around the platform, simply jump over its body once it gets close to your position.

==========

STAGE 02 - A [02c]

+==========+
| Stage Titles |
+==========+
| Richter : God, Grant Me Strength |
| Maria : O Lord, Please Give Me Strength |
+==========+

Area 01 : The first torch contains a knife. As usual make your way to the end of the area, where a drawbridge will lower and allow you to proceed. It is better to wait for the crows to come to you before you attack. As for the axe armor, you can destroy the axes by attacking them, crouch down and attack to hit the low shots.

Area 02 : There is an endless supply of zombies in this area. Keep beating them as you go. Watch out for falling chandaliers as well. The last candle contains a rosary, which instantly kills all enemies in the area. Head through the door at the end of the area.

Area 03 : Go forward a bit and a bull will chase you. At this point, there are 2 paths you can take. Either jump over all the pits to the end, or fall into the first pit of this area to get to the sewers.

< Branch Path # 1 >

Jump over all the pits as the bull chases you, and go through the door at the end. In the next area, jump onto the lower part of wall until the bull crashes and kills itself. Continue right and down the stairs to get to the sewers.

Move along and break the wall next to the exit to find a chicken. In the next area, jump across all the gaps, making sure that the mermen don't hit. Climb up the stairs at the end. Go through the door at the top to reach the boss chamber.

< Saving Maria >

In area 3 while the bull is chasing you, snuff out the 3rd candle to find a key subweapon. Now proceed through the top path as normal until you reach the sewers populated by mermen. You'll see a steel gate at the end of the path. Use the key there. Maria awaits inside.

==========

BOSS : WERE WOLF

==========

[Strategy : Richter & Maria]

Hit it once as soon as the battle starts. When it clings to the wall on either side,, you can jump and hit it again before it gets too high up. If it turns into a fire ball, wait for it come towards you and attack once the wolf is within range. If it clings to the ceiling, start moving so that the boss falls beside you when it charges, then attack it.

When the boss covers itself in a flame shield, crouch closer it to it, to dodge the oncoming charge. If the creature slides, then just jump over it. If it throws fire shots, jump over the projectiles.

Once you've done enough damage, the were wolf will go berserk and stay in its fire ball form for a while. Hit it if you can to interrupt the rampage. Otherwise, keep running in a direction away from where your opponent is heading.

Use Richter's holy water as much as you can as well, if you're using him.

==========

< Branch Path # 2 : This path leads to Stage 3B >

You can reach this area by dropping into the first pit while being chased by the bull.

Fight your way through the merman and peeping eye horde. Clear the path of mermen first before jumping to the next platform.

Do this quickly before a new batch of mermen come. Get rid of the first 3 peeping eyes as well. You may ignore the last one and continue to the exit.

==========
BOSS : BONE GOLEM
==========

This boss has 3 forms. Deplete its total life bar down to 75% to fight the second form, and deplete its life bar down to 25% to fight the third form.

[Strategy : Richter]

Be sure to pick up the cross subweapon before proceeding to the boss chamber. The first form should be easy, so don't spend your hearts yet. Jump and whip the golem's face. Stay out range to avoid its flame attack. If the boss extends its arm, crouch behind the arm until it retracts, and continue attacking. Try to keep the boss away from the corner of the room to avoid getting pinned down.

For the second form, jump and attack the rib area. You can also throw the cross at the highest point of your jump to score several hits. Just make sure the golem is within striking distance of the cross. Avoid the carpet bombs and the tail.

As for the third form, just attack it as normal, and jump on top of it when it gets too close. After that, get off and attack again.

[Strategy : Maria]

Pick up the dragon subweapon outside before coming here. Again, the first form is easy, so save your hearts for later. Jump and attack the face, but this time you have to be a bit closer for your attacks to hit, since Maria has a shorter attack range compared to Richter. You can score multiple hits with her doves though. Stay out of range of the flame attack, and duck under the arm when it extends. Avoid getting pinned down to one side of the room.

For the second form, double jump and attack the rib area. You can also release the dragon when you're at the same level with the golem. Again, avoid the carpet bombs and the tail.

For the last form, stand close (but not too close) to the boss and spam it with doves. The golem will not be able to move at all if you do this.

==========
STAGE 02 - B [02d]
==========

+==========+
| Stage Titles |
+==========+
| Richter : Breaking through the Front |
| Maria : I Hate Taking the Long Way Around |
+==========+

There is nothing particularly special about this stage, if you've already

unlocked the path leading to Stage 3B while playing through 2A. There are 3 major path branch in this stage, as listed below.

< Branch Path # 1 >

Finish the stage by going through the upper path all the way to the boss door. You'll be fighting the Were Wolf at the end and will be taken to Stage 3A afterwards.

< Branch Path # 2 >

Play through the stage as normal until you spot the SECOND gargoyle enemy in this stage. Now drop into the pit before the gargoyle's platform. You'll land on a boat at the bottom. The boatman will offer to guide you across the river. Keep beating the mermen until you get to the end of the river.

This path takes you directly to Stage 3B without any boss battles.

< Branch Path # 3 >

Stick to the upper path until you get to the first bone bridge. Stand on the bridge and wait for it to fall apart. At the bottom, hop over to the left end first. There, you will find a candle. Snuff it out to get ITEM #18.

Continue right after that. Carefully jump onto the small platforms to cross the water. The Bone Golem awaits beyond the boss chamber at the end of the path. You will be taken to Stage 3B after beating the boss.

STAGE 03 - A [02e]

Stage Titles
Richter : An Evil Prayer Summons Darkness
Maria : Vengeful King of Bloodshed

Area 01 : Defeat the armor knights using the hit and run technique. Their spears are pretty long range, so it will be better to just run far away, then come back once they finish their attack. For the bone pillars, it is safest to get rid of the bottom head first.

Break the bottom part of the far right wall to find a large heart. Break the left wall next to the stairs at the upper level to find a chicken (Richter), or ice cream (Maria).

Area 02 : This area has an endless supply of skeletons, which are harmless while swinging. They only start dealing damage when they land. Falling into the pits here won't kill you, but take you back to Area 1 instead. Get rid of the bone pillar at the end.

Area 03 : Make your way up the stairs, getting rid of the fleamen along the way. At the top, the path splits once again. You can either go straight to the left, past the medusa heads and golden skeleton, and through the door (Path A).

Or you can jump on the gold platforms and cause them to flip. You will be taken to the bottom area. Regardless of the path you take, you will still face the Minotaur as the boss for this stage (Path B).

< Branch Path # 1 >

Path A : When you get to the top of the stairs in Area 3, go left and defeat the medusa heads. It is easier to get through here if you have the bible subweapon, which you can get from one of the candles on the way up. Dispatch of the giant gold skeleton. Once you do, stand under the bell for some food.

In the next area, clear the pits. Get rid of the flying skulls first before jumping over the gaps. Deal with a couple of armor knights as well. I suggest you ignore the candles here, since most of them contain flying skulls anyway. The door at the end leads to the boss chamber.

Path B : When you reach the top of the stairs in Area 3, jump on one of the gold platforms to make it flip, taking you to the lower area. There, just go left to the next screen. In the next area, make your way to the top. The subweapon that you find along the way will be very helpful.

In the next room, beat the fleaman and break a part of the ground below it to find some food. Play through the area, and once you see the armor knights, just walk over them to reach the boss chamber.

Also, just before you reach the 3 armor knights by the boss door, notice that there is a small passage that Maria can slide through. There is a vase at the end that contains ITEM #20.

==========

BOSS : MINOTAUR

==========

[Strategy : Richter & Maria]

Most of your attacks will cause this creatures to flinch, if you hit it when its walking. If you're using Richter, hit it with the cross as much as you can, better yet throw it from the correct distance to score multiple hits with every shot. If you're using Maria, use her dragon or bible subweapon.

Move out of range when the Minotaur thrusts its axe forward. When it dashes at you, then jump over it. If it jumps and swoops down with its axe, run to the opposite end of the room to avoid getting hit.

==========

< Branch Path # 2 : This path leads to Stage 4B >

When you reach the top of the stairs in Area 3, take the top path and play through it until you see the boss door. You should see 2 lifts here. Stepping on one lift will cause the other to rise, while the one you're standing on drops.

Now there is a weight attached to the top of the pulley. Use the lifts as leverage and jump to reach the weight above and smash it. It takes 3 hits for the stone to break. Make sure you're on the lift once the weight is destroyed.

If done correctly, you'll be taken up to a new area. Head to the boss chamber. You'll be fighting a different boss this time.

==========

BOSS : DOGETHER

==========

[Strategy : Richter & Maria]

This boss has poor defense; therefore, it receives more damage from your attacks compared to other bosses. You don't have anything else to target here, except the huge eye so repeatedly attack it to start dealing damage. You can damage it from behind as well. Use the plaforms as leverage if the boss flies out of reach.

The Dogether uses some symbols which can produce 2 types of attacks: a fire storm and 3 laser beams. Just get as far away from the boss as possible to avoid the fire attack. As for the lasers, you can either duck under or jump over them.

==========

STAGE 03 - B [02f]

+----------+
| Stage Titles |
+----------+
| Richter : Release from the Thirst of Blood |
| Maria : Let Thy Soul be at Peace... |
+----------+

Area 01 : The opposition for this area are mostly tombstones, bats and mud demons. Remember not to sink too deep into the mud. You'll die if you do. Climb up to the upper level and push the white tombstone. You'll end up in a hidden room with several subweapons and a 1 up. Drop into the center hole to exit this room.

Continue forward until you meet the giant skull. Destroy its 3 eyes to end the battle. Use the platforms to reach the cracked wall at the upper end. You'll find some food in there. Proceed onwards to the next area.

< Saving Tera >

Below the door at the end of Area 1 is a path that appears to be a dead end. Well, it isn't. So head down there and smash the wall. At the next screen, go down the stairs. You'll meet Tera at the bottom. She will give you a necklace which grants you the ability to smash through red skeleton walls, as well as kill red skeletons.

Area 02 : Grab the subweapon from one of the candles here, and use it against the skeleton farmers. You'll encounter a fork further ahead. Head right first then drop to the lower portion at the end. Smash the wall and collect the goods inside. Return to the main fork and go up.

Area 03 : There is a red skeleton wall here. Smash through it and grab ITEM #22. Continue left across the pits. The ball obstacles can be disabled by attacking the gears at the top of each one. Beware of the bone pillars along the way as well.

Area 04 : Get rid of the white dragon first. Make your way to the end of the area to reach the boss chamber. The Minotaur will be waiting there.

< Unlocking Symphony of the Night >

In area 4, notice that there is a round plant above you. If you're playing as Richter, use the axe to cut it down. If you're using Maria, then use the dragon to do the same. After that, use the new platform to climb to the upper portion. Make your way to the end, where you'll see a white tombstone. Smash it to get the Game Item.

STAGE 04 - A [02g]

Stage Titles
Richter : Atop Countless Terrors
Maria : Atop the Corpses of Thy Brethren

Area 01 : Head for the staircase at the upper level, beating the fleamen and red skeletons. Note that you must save Tera first before you can kill the red skeletons.

Area 02 : Beat the white dragon. You can extinguish its flames with your attacks. Further right are several swinging blade traps. Stand next to the platform, hold the forward button, and jump once the blade swings to the far right or left.

For the next trap, jump over the spinning blades. Get rid of the skeleton enemy first. Once you clear that one, avoid stepping on the raised portions of floor, since these activate the arrow trap. Climb the stairs to the upper portion.

The path splits again here. If you're playing as Richter, kill the fleaman to your left and step on the switch. This will form a staircase going up (Path A). If you're playing as Maria, go right past the spiked crushers instead (Path B).

Path A : Jump across the pit once the spike ball swings to the right. At the next platform, quickly jump to the top after stepping on the switch, to avoid being crushed by the spiked block. Next, carefully navigate past the spike balls by walking, then ducking at the right moment. And finally, make your way past another set of swinging axes.

In the next area, jump over the spike pits while dealing with several peeping eyes as well as white dragons. This path was made for Richter. You will have a tough time clearing the spike pits with Maria, since her jumps tend to overshoot the mark. Anyway, this area will be much easier to get through if you have the axe subweapon.

In the next room, climb up the stairs. You should see a statue here that allows you to switch subweapons.

Path B : After getting past the spiked crushers in Area 2, make your way to the top. Jump over the iron balls, but be sure to get rid of the fleaman sitting on the ball first, if any. Snuff out the candle that you see on the way up. It contains an Invincibility Potion. Grab that and continue up while you're still invincible

In the next area, just go right. Grab the rosary from the candle near the exit to get rid of all the enemies behind you. In the next screen, just double jump over to the stairs above you. Continue up to the next area.

Area 03 : Regardless of the path you took earlier in this stage, you will still end up here. Proceed through the area normally. You once again have a choice on which path to take, each with a different boss at the end. The upper path leads to the Dullahan's chamber, and the hidden passage at the bottom leads to Carmilla's chamber.

< Unlocking the Original Rondo of Blood Game >

Just a bit beyond the pile of bone pillars is a swinging platform and spike ball. Step on the platform and double jump to the right when the pllatform gets to its highest point. Smash the lower portion of the right wall to find some bombs. Attack those a few times to ignite them. This will cause the wall to fall apart, revealing a hidden passage.

Get rid of the enemies first, and jump onto the second crusher. Jump off to the upper platform. Make your way along the upper platforms. Snuff out the last candle at the end to find the Game Item.

==========

BOSS : DULLAHAN

==========

[Strategy : Maria]

Pick up the turtle subweapon before coming in here. Double jump away from the Dullahan when it thrusts its lance forward. This attack has a pretty long reach, so don't stick too close. If the Dullahan uses the icicle attack, stand some distance away from it and wait for the attack to end. Continue hitting your target afterwards.

When rocks start falling, just stand under the leftmost platform, and you will be safe. Once the green skull starts flying, activate your turtle and hide until the skull returns to its owner, after which you can come out and attack again. Sometimes, the Dullahan will also jump, bury its weapon in the ground, and just stand there for a bit. Take the chance to get some free hits in.

[Strategy : Richter]

Dodging the Dullahan's attacks is not that different from Maria's. Only this time, you don't have double jump. Also, you might want to try standing on the platforms and toss holy waters at the boss as it travels on the ground below. When the green skull appears, you would have to jump over it as it tries to hit you, since Richter doesn't have access to the turtle at all.

==========

==========
BOSS : CARMILLA
==========

Ignore the lady walking on the ground for now, because your target is the flying skull. The lady on the ground will suck up your hearts if she catches you.

[Strategy : Richter]

Just jump and hit the skull. It is easier to avoid the flames when you're on lower ground, but do remember to jump over the lady when she closes in on you. Once the skull is gone, attack the succubus with your whip, and when she starts moving fast, toss a holy water just before she lands, to damage her.

[Strategy : Maria]

For Maria, stand on one the higher platforms at the end of the room. If you fall to the lower area, just double jump over the lady and back onto your chosen spot. When the skull is within range, repeatedly hit it with Maria's bird subweapon. You'll be able to dispatch of the skull real quick. When the skull is gone, Carmilla will have a tiny chunk of life left. Attack the lady on the ground a few times to end this fight.

==========

STAGE 04 - B [02h]

```
+=============================================================================+
| Stage Titles                                                                |
+=============================================================================+
| Richter : Fortress of the Water Dragon                                      |
| Maria   : The Final Divergence                                              |
+=============================================================================+
```

Area 01 : This area is populated with frogs and crows, which can get pretty annoying if left alive for too long. Carefully jump over the gaps to the gate at the end. Avoid using the stairs if possible. Jump directly to the next platform instead.

Area 02 : The path splits again here. Either go straight ahead (Path A), or take the raft down the waterfall (Path B).

Path A : Proceed right along the bridges while beating skeletons. You'll eventually meet a blue frog, which is necessary to save Iris. Continue onwards through the gate at the end, to the next screen.

Here, you'll be facing skeletons and an endless supply of fleamen which are being dropped by the birds. If your character can move fast, then just ignore the enemies and head straight for the door at the end. The Dullahan will be waiting there.

< Saving Iris >

Continue along the top path until you run into the blue frog. DO NOT kill it. Instead, have it follow you until you get to the spot with several gold frog statues. The blue frog will then sit on the empty pedestal and open a new passage.

Now, turn back and drop into the newly opened path at the lower level. There, head left and down the stairs to the next screen. Play through the area, and go through the door at the right end.

Iris will be there, and she will give you an item that grants you the ability to smash crystals. Smash through the crystals located just outside her room to find ITEM #25.

Path B : Near the beginning of Area 2, get on a raft and ride it down the waterfall. Along the way, birds carrying boxes will appear. Attack these boxes to obtain hearts, cash bags, or subweapons.

Eventually, a bird carrying a "Danger" sign post will show up. Prepare to jump off once you see it, because it signifies that your journey through the falls is about to end.

At the next screen, ride the boat and get off at the platform. Smash through the crystals to get ITEM #27. Continue forward, jump onto the floating platform, and ride it to the other side. Don't forget to grab the key from a candle along the way.

Use the key to unlock the door at the end. Carmilla will be waiting inside.

STAGE 05 - A [02i]

Stage Titles
Richter : The Devils Fly by Night
Maria : Toward the Tower of the Final Showdown

Area 01 : If you managed to grab the bible subweapon from the Dullahan's chamber in the last stage, then good for you, since that weapon will prove to be very useful here. Once again, carefully manage past the pits. Deal with the skeleton flails from a distance if possible. Otherwise, crouch near its leg and attack from there. Beat the 2 skeleton blaze and proceed to next area.

Area 02 : Get rid of the skeleton archer. Grab the subweapon from the candle if you need one. Head down to the next screen. Go forward and beat another skeleton archer. Move on.

Area 03 : Notice that there are a lot of weapons at the ceiling. All of these will start pestering you in a few moments, so quickly get rid of the sword with the red handle. Once you do that, all the others will disappear as well.

Grab the subweapon from one of the candles. Kill the 3 skeleton archers in the next room. Move on. Use your subweapon to get rid of the painting quickly. It can instantly dispatch of you if you get caught.

Area 04 : Wait for the skeleton gunner to fire twice, then jump onto its platform and kill it. Continue up the stairs. In the next area, go left and dispatch of the fleamen first. Make sure the screen is free of fleamen before you deal with the heavy armors.

Go all the way to the left to reach the boss chamber. There, smash the item to your left to find food. Make your way up to the top. Be sure to grab the cross for Richter, or the Dragon for Maria. Death will be waiting at the top.

BOSS : DEATH

He's not as easy as he was the first time around. Death has 2 forms this time, cut his health down to half to fight the second form. Whatever happens, do not wander too close to the edge of your platform. You'll die if you fall.

[Strategy : Richter & Maria]

Death will send several sickles your way, which you either run from or destroy. Dodging these things will be easier with Maria, since she moves faster, but Richter's attack range is effective in dealing with the projectiles from farther away. Jump and attack Death until you cut his life bar down to half. You may use your subweapons too if you have plenty of

hearts. Otherwise, just save it for later.

Once his health is down to 50%, Death will move far from the ship, so you will not be able to reach for now. He'll also send some skulls in your direction. But these are very easy to avoid. Your opponent will return to the ship after he changes form.

Start using your subweapons now to put an end to this battle quickly. You can fire from afar if you're using Maria. You'll need to get a bit closer for Richter's cross to hit though.

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STAGE 05 - B [02j]

+==========+
| Stage Titles |
+==========+
| Richter : Wandering |
| Maria : Shudder |
+==========+

Note : In order to access this stage, you have to complete Stage 5A first, then go back to Stage 4A and beat Carmilla.

Area 01 : Very carefully jump onto the platforms to get across the water. Clear the succeeding platforms of enemies first, before getting on it to be safe. The candle above the skeleton flail contains an invincibilty potion. Grab it and hop onto the next moving platforms, duck under the spikes and get rid of the bats. Get off on platform at the end. Defeat the enemies if you can. Otherwise, just run towards the next area.

Area 02 : Hop onto the block and use it to reach the upper path, or you can smash that block and grab the food inside, then proceed through the bottom intead. The upper path has candles which you can get a subweapon from.

If you took the lower path, jump over the gaps after you get rid of the axe armors along the way. If you took the upper path, then you'll be facing gurcas instead of axe armors. Once you get to the end, you can choose to go up (Path A), or down (Path B).

Path A : Fight through some red skeletons and flying bone creatures. Again, you may choose to go through the upper portion by smashing through the stone wall, or go through the lower path by stepping on the switch to open the wall. Snuff out the candles and grab the subweapon. Collect some hearts as well.

In the next room, two final guards will appear. Beat them with the subweapon that you got from the previous area. Go through the door afterwards.

In the next room, beat the gurca and jump onto the moving platforms to get across the spike bed below. There is also a stone path above you that falls apart the moment you set foot on it. The only way you can cross that one is to use Richter's stopwatch item crash. Further right is a horde of amor knights, axe armors, and medusa heads.

There is a red skeleton wall that has ITEM #37 behind it. Go through the path beyond the last axe armor to reach the boss chamber.

Path B : Grab the subweapon from the lone candle at the left side of the area. Continue right afterwards. Do not jump on the connecting platforms to keep them from flipping and causing you to fall. Watch out for medusa heads that will be coming your way constantly. Step on the switch and use the new platforms to cross to the other side. Don't take too long since the steps will fold up again after a short while.

In the next area, the enemies will consist of peeping eyes, skeletons and harpies. Clear the enemies first before hopping onto the moving platforms to proceed. You'll eventually reach a section with 3 consecutive moving platforms, with a gurca by the exit. Just stand on the first platform, and disable the enemy's shield with normal attacks, then hit it once more so that it falls into the water. Proceed to the next screen.

Get rid of the peeping eye first, then drop into the lower left corner and smash the crystal there to find ITEM #35. Fight two more axe armors and a skeleton. Head through the the exit at the upper right section to reach the boss chamber.

==========

BOSS : HYDRA

==========

[Strategy : Richter & Maria]

This boss has 2 forms, each with its own full life bar. The first one should not be that difficult. Jump and attack the head. Jump over the energy orbs. If the shot is at a steep downward angle, crouch under the head to avoid it.

The second form is a lot more cimplicated, since the Hydra will be using 3 heads this time. The blue one to the left fires electric orbs, which you can jump over. The red one at the upper right corner shoots flames down at you. Stand at the gaps between each flame to avoid the attack. The third head will strike downwards from time to time in order to hit you.

Deal with the blue head first. Keep hitting it until it dies. Your main target is the large white thing in the middle. Hit it with normal attacks, or use item crash if you have enough hearts.

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STAGE 06 [02k]

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-------------------------------------------------------------------------------

+=============================================================================+
| Stage Titles                                                                |
+=============================================================================+
| Richter : A Nightmare Reborn                                                |
| Maria   : Undying Melody                                                    |
+=============================================================================+
```

At the beginning of this stage, get to the upper portion and smash through the left wall to find ITEM #38. Snuff out candles to collect hearts and obtain subweapons. You can also smash the right-most wall across the water to get the bible subweapon. Continue to the boss chamber.

< Boss # 1 : Bat >

This creature shoots purple flames (usually two), that are especially persistent in chasing after you. So it is a must that you snuff them out as soon as the bat fires them. When the bat drills itself into the ground, hit it as many times as you can. Collect all the hearts once the bat is defeated.

< Boss # 2 : Medusa >

Start the battle by crouching so that the medusa's laser shot passes over you. After that, start hitting it with you long range subweapons -- the bible for Maria, and the holy water or bible for Richter. Move some distance away to avoid being hit by the medusa's tail.

< Boss # 3 : Mummy >

Use normal attacks combined with long-range subweapons to put a quick end to this battle. Just jump over the blocks it sends your way, to avoid being crushed at the far wall. The mummy will drop some food when beaten.

< Boss # 4 : The Creature >

Jump and repeatedly attack its upper body, and quickly jump or run away when it raises its arm to grab you. When it extends its arms out, crouch near the creature's legs or jump, to avoid the upcoming electric attack. When it jumps and rocks start falling, run to the opposite end of the room to stay out of range of the falling rocks.

< Boss # 5 : Shaft >

He only has two attacks, but both are rather deadly. Come to think of it, pretty much all the enemies in this game are deadly, since both Richter and Maria have such poor defense. Anyway, you can hit the flames to push them away or you can just jump over them. As for the lightning, try to outrun both orbs if possible. Otherwise, try to stay between the orbs so that the lightning won't hit you.

Richter's axe and Maria's dragon subweapon deal a lot of damage on Shaft. If you die fighting him, you won't have to fight the first 4 bosses again. Instead, you'll be fighting Shaft once you use continue.

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STAGE 07 [021]

Stage Titles
Richter : Hear Now the Requiem of Blood
Maria : Believe in the Dawn

Area 01 : Go forward until you get to the bridge, which will immediately begin collapsing. If you're playing as Richter use the axe to get rid of the razor bats above you. If you're playing as Maria, then allow the part of the bridge you're on to collapse, taking you lower, so that the bats pass overhead. You can also try to kill them if you can. Destroy one of the candles at the end and grab the rosary to kill the rest of the bats behind you. Head through the door.

Area 02 : Make your way to the top, while getting rid of skeletons and flying skulls. Smash through the red skeleton wall that you see along the way and step on the switch behind it. At the top, you should see a gear to the right, above you. Hit that several times and the gate will open.

Go through that door and kill the bird to get the key. You can also target the egg to get some food. Go back outside. Proceed left to the next screen.

Area 03 : Drop to the bottom of the area via the gears, dealing with a couple of harpies on the way down. At the bottom, jump across the water wheels to the right and smash the wall to get ITEM #39. Continue left to the next screen.

Area 04 : You will see a door here, but don't open it yet. Instead, make your way up until you see a crystal. Smash through it and step on the switch. Drop back down to the very bottom and use the key to unlock the gate. The real Annette will be waiting inside. Leave the room and make your way up once again to the next area.

Area 05 : Go left first fighting through a pair of skeleton dogs and sword armors. You will see 2 massive gold statues. Hit both several times until they can't be moved anymore. Grab ITEM #40 from the pedestal. Turn back and climb up the stairs to the next screen.

Area 06 : Continue to the left fighting through some more sword armors. Head down the stairs at the end.

Area 07 : Navigate the staircases. When you pass along the portion that has 3 paintings, beat the skeleton and smash the upper portion of the left wall to get a 1 Up. Continue to the top-left section and slide through the small passage at the left wall. Snuff out one of the candles in the next room for ITEM #43. Turn back and kill the sword armor across from you. Climb up the stairs to the next screen.

Area 08 : Get rid of the skeleton first, then hop onto the left pendulum

and jump to the left. Proceed onwards to the boss chamber. You will be fighting a different boss depending on whether or not you managed to save the REAL Annette. If yes, you'll be fighting against Shaft's ghost. If not, then you'll have to face L. Vampire.

==========

BOSS : L. VAMPIRE

==========

[Strategy : Richter]

If you're playing as Richter, pick the axe as your subweapon. If you're using Maria, then take the turtle. L. Vampire's bats have several attack patterns. First, the bats will come down from above, nearly covering the whole screen. To avoid this attack, pay attention to where the bats are falling, then remember where the gaps are.

Another pattern is the bat swarm headed your way from above, in a single direction. You can just run to another location once you see the bats coming.

Next is the bats surround her, but one group will be extended towards your direction. Jump away as the bats try to reach you. And the final pattern is like the first one, the only diffence being the bats coming at you horizontally, in a circular arc. Dodge this pattern the same way you did the first one -- try to remember where the gaps of the attack are and stay there.

The only openings you get here is when her bats leave her to attack you. So quickly avoid the bats and hit her with your whip or axe, before she calls the bats back.

[Strategy : Maria]

It will be easier to reach her because you have double jump. Plus, you will be safe from her bats as long as you hide under the turtle shell. Come out when the attacks end, and hit her before her protection comes back up.

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BOSS : SHAFT GHOST

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[Strategy : Richter]

Grab the axe before coming in to fight this boss. Shaft can now fly, so he'll be out of reach quite often. If that happens, just throw the axe to hit him. You can also attack him with your whip if he is within range. You can also kill the bats that he summons.

Now, when he says "Protect me", his guardian will come in two forms -- a bird that will shoot flames and try to grab you, or a ground creature that you can simply jump over.

[Strategy : Maria]

Grab the turtle subweapon before coming in. Double jump to reach him when he goes high up. Destroy his bats with normal attacks. When he summons his guardians, activate the shell and hide in it until his back up goes away.

The shell can completely protect you from the bird's flame attack. The ground creature can smash the shell, but you will not receive any damage.

==========

STAGE 08 [02m]

Stage Titles
Richter : Bloodlines
Maria : The Brink of Death

Climb to the top of the stairs, and snuff out the candles for some hearts, as well as subweapons. If you're playing as Richter, get the cross instead of the holy water, since the former is a lot more useful.

When you reach the top of the stairs, jump then press up to get on an invisble staicase going up. At the top are several vases, and a couple of candles that contain ITEMS # 45 and 48.

Note : If you fought against Shaft's ghost in the previous stage, then you will get to battle against Dracula's final form. Otherwise, the game ends after you beat Dracula's second form.

==========

FINAL BOSS : DRACULA

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First off, Dracula has a total of 3 forms, so it is very important that you conserve as much health as you can, during the early goings of this fight. If you're using Richter, be sure to grab the cross. If you're using Maria, grab the turtle.

[Strategy : Richter & Maria]

< First Form >

Dracula has 2 types of attacks in this form -- A flame attack that splits into 3 smaller fireballs, and another that consist of 2 dark orbs. For the the flame attack, you can crouch and snuff out the bottom fire ball, then let the rest pass over you. Another way to dodge it is to simply jump over the attack.

As for the dark orbs, crouch and let the upper orb pass overhead, then jump over the lower one. If you're using Maria, then you can simply double jump over both orbs. You can score as much as 3 hits to dracula's face before

he teleports to a new location. But I suggest that you only hit him once or twice each time to be safe.

< Second Form >

This form is slow, so you should be able to score plenty of hits on this one, as it slowly hops from end of the screen to the other. You may also use the cross here if you like.

To dodge the triple fire ball attack, all you have to do is jump over the first shot, duck under the second one, and jump over the third. As for the massive purple energy, just duck under it.

< Third Form >

Once again, your target here is Dracula's head. To avoid the blood rain, watch where the rain falls and run to the opposite end of the screen. If he uses the bats, head to the opposite end of the screen again, then crouch there. You can also attack the bats to slow them down. When he transforms into a flame and charges, just jump over him. And if flames start rising from the ground, watch for signs of where the next flame will appear, and stand somewhere else.

When Dracula uses the blood claw just move away from his direction, but this only works if there is a wide space between you, Dracula, and the wall. If he manages to trap you in a corner, then the claws are very difficult to avoid. Though you can use the turtle and hide if you're playing as Maria.

Once Dracula is low on health, he'll summon the red blob, which will be rather persistent in going after you. So try to get rid of it as soon as it joins the battle. At this point, Dracula will also start pulling off several attacks at once, making them impossible to dodge. If that happens, quickly activate the item crash for Richter. As for Maria, just hide under the turtle shell until the onslaught ends.

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UNLOCKABLES [03]
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CHARACTERS [03a]

==========
Character : Annette

Type : Nonplayable

Location : Stage 7. In area 2, climb up and when you see the red skeleton wall, smash through it and step on the switch. Continue all the way to the top. There, you should see a cog wheel to the right. Hit that several times to open the door. Go in and kill the bird. Grab the key and come back out.

Play through the level until you get to area 4. Ignore the door at the left side and make your way up. You should see a crystal blocking another switch. Smash through it and step on that switch.

Drop back down to the very bottom of the area. Notice that the tower's layout has changed. Use the key on the door at the very bottom of the area. Annette awaits inside.

==========

Character : Maria

Type : Playable

Location : Stage 2. In area 3 while the bull is chasing you, jump over the gaps and snuff out the 3rd candle to find a key subweapon. Now proceed through the top path as normal, until you reach the sewers populated by mermen. You'll see a steel gate at the end of the path. Use the key there. Maria awaits inside.

==========

Character : Tera

Type : Nonplayable. Grants ability to smash the red skeleton walls and kill red skeletons.

Location : Stage 3B. Below the door at the end of Area 1 is a path that appears to be a dead end. Well, it isn't. So head down there and smash the wall. At the next screen, go down the stairs. You'll meet Tera at the bottom.

==========

Character : Iris

Type : Nonplayable. Grants the ability to smash crystal walls.

Location : Stage 4B. Continue along the top path until you see a blue frog. DO NOT kill it. Instead, have it follow you until you get to the spot with several gold frog statues. The blue frog will then sit on the empty pedestal, and open a new passage.

Now, turn back and drop into the newly opened path at the lower level. There, head left and down the stairs to the next screen. Play through the area, and go through the door at the right end.

==========

ORIGINAL GAMES [03b]

You can play these games by selecting "Original Games" at the title screen.

==========

Game : Castlevania Symphony of the Night

Location : Stage 3B. In area 4, notice that there is a round plant above you. If you're playing as Richter, use the axe to cut it down. If you're using Maria, then use the dragon to do the same. After that, use the new platform to climb to the upper portion. Make your way to the end, where you'll see a white tombstone. Smash it

to get the Game Item.

==========

Game : Castlevania Rondo of Blood (Original)

Location : Stage 4A. Just a bit beyond the pile of 6 bone pillars, is a swinging platform and spike ball. Step on the platform and double jump to the right when the pllatform gets to its highest point. Smash the lower portion of the right wall to find some bombs. Attack those a few times to ignite them. This will cause the wall to fall apart, revealing a hidden passage.

Get rid of the enemies first, and jump onto the second crusher. Jump off to the upper platform. Make your way along the upper platforms. Snuff out the last candle at the end to find the Game Item.

==========

Game : Castlevania (Akumajou Dracula) Peke

Location : Complete Boss Rush Normal three times.

==========

SOUNDTRACK ITEMS [03c]

This is a list of all the CD Items that can be found in the game. The tracks are added to the Sound Test and Sound Assign options when you obtain them.

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Dracula X Chronicles Music Tracks

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Track # & Title : 01 - Divine Bloodlines
How to Unlock : Automatically unlocked when you reach Stage 01.

Track # & Title : 02 - Vampire Killer
How to Unlock : Automatically unlocked when you reach Stage 02.

Track # & Title : 03 - Cross Fear
How to Unlock : Automatically unlocked when you reach Stage 02'.

Track # & Title : 04 - Bloody Tears
How to Unlock : Automatically unlocked when you reach Stage 03.

Track # & Title : 05 - Cemetery
How to Unlock : Automatically unlocked when you reach Stage 03'.

Track # & Title : 06 - Dreams of Triumph
How to Unlock : Automatically unlocked when you reach Stage 04.

Track # & Title : 07 - Slash
How to Unlock : Automatically unlocked when you reach Stage 04'.

Track # & Title : 08 - Ghost Ship Painting
How to Unlock : Automatically unlocked when you reach Stage 05.

Track # & Title : 09 - Red Dawn

How to Unlock : Automatically unlocked when you reach Stage 05'.

Track # & Title : 10 - Moon Fight
How to Unlock : Automatically unlocked when you reach Stage 07.

Track # & Title : 11 - Tues Deus Meus
How to Unlock : Defeat either boss (Wyvern or Serpent) in Stage 01.

Track # & Title : 12 - Dance of Illusions
How to Unlock : Automatically unlocked when you reach the Final Stage.

==========

Rondo of Blood Music Tracks

==========

Track # & Title : 13 - Divine Bloodlines
How to Unlock : In Stage 01 Area 4, head to the lower level and smash the wall to your left. In the next area, drop to the bottom. There, smash the left wall and beat the man-eating plant. Smash the wall beyond the plant to get the disc.

Track # & Title : 14 - Vampire Killer
How to Unlock : In Stage 02, kill the Behemoth (the one chasing you) before it self-destructs. The said creature will drop the disc.

Track # & Title : 15 - Cross Fear
How to Unlock : While being chased by the Behemoth in Stage 02, drop into one of the pits. At the sewer, play as normal until you spot a candle located high up near the door leading to the boss chamber. Hit the candle to get the disc.

Track # & Title : 16 - Bloody Tears
How to Unlock : In Stage 2', play through the level as normal until you reach the pit that leads to the boat. Drop down and ride the boat until you see a candle among the columns. Hit the candle to get the disc.

Track # & Title : 17 - Cemetery
How to Unlock : As Maria, proceed through Stage 02' normally until you spot the bone pillar by the pit. Get atop the bone pillar and double jump onto the platform across from you. Smash the rock there to get the disc.

Track # & Title : 18 - Beginning
How to Unlock : Play through Stage 2' as normal, until you see the first bone bridge. Let it fall apart, stick to the left side as you fall. Snuff out the candle in the alcove to get this disc.

Track # & Title : 19 - Slash
How to Unlock : When you reach the top of the staicase in Stage 03 Area 03, jump on one of the flipping platform to get to the bottom area. Play through the level until you see a wall of red skeletons. Smash through it, then hit the candle beyond it to get the disc.

Track # & Title : 20 - Ghost Ship Painting
How to Unlock : When you reach the top of the staicase in Stage 03 Area 03, jump on one of the flipping platform to get to the bottom area. Play through the level until you see the 3 armor knights by the door leading to the boss chamber. There is a small passage at the lower portion. Have Maria slide through the passage. Smash the vase at the end to find the disc.

Track # & Title : 21 - Opus 13
How to Unlock : Go through Stage 03 as normal, making sure to take the path that leads to the 2 lifts. Have the lift take you to the upper area. There, smash the left wall for the disc.

Track # & Title : 22 - The Nest
How to Unlock : In Stage 03', play the level as normal until the path splits. Take the stairs up. At the beginning of the area with the swinging obstacles, smash the red skeleton wall to your right, and hit the candle behind it for the disc.

Track # & Title : 23 - Dark Desires
How to Unlock : Play through Stage 04 normally until the path splits. Ignore the fleaman on the switch, an go right past the crushers. Proceed onwards to the area with balls rolling down the stairs. Jump into the pit ahead. At the bottom, smash the crystals to the left, to get this disc.

Track # & Title : 24 - Dance of Illusions
How to Unlock : Play through Stage 04 normally until the path splits. Kill the fleaman and step on the switch. Take the stairs up. Again proceed normally until you get to the "bone room". There, go left until you see the red skeleton wall Smash through it and snuff out the candle to get the disc.

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Symphony of the Night Music Tracks
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Track # & Title : 25 - Prologue
How to Unlock : In Stage 04', smash the crystals just outside Iris' room to obtain the disc.

Track # & Title : 26 - Dance of Illusions
How to Unlock : Complete Boss Rush NORMAL twice.

Track # & Title : 27 - Castle Dracula
How to Unlock : In Stage 04' ride the raft down the waterfall. After that, ride the boat and get off. Smash the crystals here to get the disc.

Track # & Title : 28 - Golden Steps
How to Unlock : In Stage 05 Area 01, you should see a boulder in the middle of 2 platforms. Beat both skeleton flails first then stand on the boulder. Destroy a part of the right platform to obtain this disc.

Track # & Title : 29 - Marble Hallway

How to Unlock : In Stage 05 Area 02, beat the lone skeleton archer. Ignore the stairs and go left instead. Smash the left wall. Snuff out one of the candles in the next room to obtain the disc.

Track # & Title : 30 - Demon's Breath Tower
How to Unlock : As Maria, beat the lone skeleton archer in Stage 05 Area 02. Continue down to the next screen. Here, drop to the left side and push the black boxes to access a hidden area. There is a small passage here that Maria can slide into. You'll be in a new area again with a skeleton gunner. Get rid of it first, and snuff out the candles to get this disc.

Track # & Title : 31 - Carved Partitia
How to Unlock : In Stage 05, beat the lone skeleton archer in Area 02. Continue down to the next screen. Here, drop to the left side and push the black boxes to access a hidden area. There, proceed right until you spot the red skeleton wall. Smash through it. Snuff out one of the candles to get the disc.

Track # & Title : 32 - Fairy's Doorway
How to Unlock : Complete Boss Rush NORMAL once.

Track # & Title : 33 - The Horde's Festival
How to Unlock : Complete Boss Rush DASH three times.

Track # & Title : 34 - Requiem to the Gods
How to Unlock : Make your way to the end of Stage 05' Area 02 and take the stairs going up. In the next screen, jump onto the small platform with a switch on it. Ignore the switch, and smash the wall to your right instead. Hop onto the pillar further ahead, then break the stalactite to get the disc.

Track # & Title : 35 - Misted Crystal Ball
How to Unlock : At the end of Stage 05' Area 02, take the lower path and proceed as normal, until you see a crystal blocking your path to a candle. Smash through the crystal, then snuff out the candle to find this disc.

Track # & Title : 36 - Abandoned Pit
How to Unlock : In Stage 05' Area 02, play as Richter and grab the stopwatch subweapon from one of the candles at the start of the area Take the upper path at the end. Now, proceed as normal until you get past the room with 2 final guards. In the next area, there is a path at the upper portion consisting of several gray platforms. Perform item crash and hop onto the said path. Go left to the end to reach the candles. One of the candles has this disc.

Track # & Title : 37 - Rainbow's Cemetery
How to Unlock : Take the upper path at the end of Stage 05' Area 02. Play through the rest of the level normally. Be sure to smash through the red skeleton wall whn you see it. Grab the disc from the candle behind it.

Track # & Title : 38 - The Lost Portrait
How to Unlock : At the beginning of Stage 06, head up to the upper portion and attack the left wall to get the disc.

Track # & Title : 39 - Waltz of the Pearls
How to Unlock : In Stage 07 Area 03, drop down to the bottom after beating the 2 harpies. There, hop across the water wheels to your right. Smash through the wall at the end to get the disc.

Track # & Title : 40 - Cursed Sanctuary
How to Unlock : Once you reach what appears to be the first indoor area in Stage 07, go left and through a pair of skeleton dogs and sword armors. You should see 2 massive gold statues at the end. Hit both statues until you can't move them anymore. Grab the disc from the pedestal that comes up.

Track # & Title : 41 - Demon Banquet
How to Unlock : Complete Boss Rush DASH twice.

Track # & Title : 42 - Wandering Souls
How to Unlock : Complete Boss Rush DASH once.

Track # & Title : 43 - Pitiful Scion
How to Unlock : In Stage 07, just before you reach the room with the large swinging pendulums, head to the top-left side of the area and slide through the small passage to access a hidden room. One of the candles in there has the disc.

Track # & Title : 44 - Gates of Hell
How to Unlock : In Stage 07, play as Richter and save Annette at the clock tower first, where you can grab the stopwatch subweapon. Then proceed through the stage until you get to the area with several large gates to the right. Activate item crash and step on the first switch. Go through the now open gates. One of the candles in there has the disc.

Track # & Title : 45 - Gates of Heaven
How to Unlock : In the Final Stage, climb up the invisibe staircase. Smash the things in the next room to get the disc.

Track # & Title : 46 - Poetic Death
How to Unlock : Complete FULL Boss Rush three times.

Track # & Title : 47 - The Outcasts
How to Unlock : Complete FULL Boss Rush twice.

Track # & Title : 48 - Final Toccata
How to Unlock : In the Final Stage, climb up the invisibe staircase. Smash the things in the next room to get the disc.

Track # & Title : 49 - The Black Feast
How to Unlock : Complete FULL Boss Rush once.

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Final Music Tracks

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Track # & Title : 50 - Opus 13
How to Unlock : Obtain 100% completion rate in any of the three save files to unlock this track for all save files.

Track # & Title : 51 - Cavern of Dark Spawn
How to Unlock : Obtain 100% completion rate in any of the three save files to unlock this track for all save files.

Track # & Title : 52 - Extra
How to Unlock : Obtain 100% completion rate in any of the three save files to unlock this track for all save files.

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IV. EXTRA [04]
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ORIGINAL GAMES CODES [04a]

Enter the following codes as your player name for the specific game to use them. To use the codes for Symphony of the Night, you must complete the said game at least once. Note that Alucard's "luck" code is an exception to the rule.

Code	Game	Code Description
X-X!V''Q	Rondo of Blood	Level select.
X-X!V''Q	Symphony of the Night	Alucard with 99 luck & Lapis Lazuli.
AXEARMOR	Symphony of the Night	Alucard with Axe Lord armor.
MARIA	Symphony of the Night	Play as Maria Renard.
RICHTER	Symphony of the Night	Play as Richter Belmont.

FREQUENTLY ASKED QUESTIONS [04b]

Q: How do I achieve 100% completion rate in this game?

A: Beat both bosses for one stage = 6% [3% for each boss defeated]. So after completing all 8 stages and beating all the bosses, you get a total of 48% for your completion rating. For stage 8, you must finish the game without fighting Dracula's final form to get the other 3%. This will only happen if you don't fight Shaft's Ghost in stage 7.

Collecting a sound item adds 1% to your completion rating. The total number of tracks in this game is 52, but the first 12 and the last 3 tracks don't add anything to the game completion rate. So that leaves you with 37 sound items to collect, adding 37% to your total completion percentage.

Saving characters in this game adds 3% to the game completion rate. There are 4 characters to be saved. So that is 12%.

Collecting a game item adds 1% to your game completion rate. There are 3

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   game items to be found, so that gives you 3%.

   So 48% + 37% + 12% + 3% = 100%.
-------------------------------------------------------------------------
Q: How do I unlock all the modes in Boss Rush Mode?

A: * Boss Rush Normal : Beat the "normal" bosses for stages 1 through 7.
   * Boss Rush Dash   : Beat the "alternate" bosses for stages 1 through 7.
   * Full Boss Rush   : Beat all the bosses, as well as Dracula's 3rd form.
-------------------------------------------------------------------------
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Submitted by **mogg18** - Published on 12/12/07See all Castlevania: The Dracula X Chronicles

Unlock Symphony of the Night	In Stage 2, while the minotaur is chasing Richter, immediately fall into the first hole in the ground, where you will be taken into the sewers. Play the level out normally and defeat the boss. Afterward, you will be taken to Stage 3' (the second Stage 3). In Stage 3', whenever the path branches, taken the upper route. Make sure you obtain the Axe Sub-Weapon sometime during the stage. Eventually, you will meet a skeletal snake that is attached to a wall. Nearby is a vine-like cage, use the axe to cut it. It now serves as a platform for Richter to jump to the upper ledges. Continue along the upper ledges until you see a breakable tombstone. Inside is the item that unlocks Symphony of the Night. Return to the main menu to play it
Unlock original version of Rondo of Blood	On your way through the end of Stage 4 you will find 6 skulls that spit fire stacked on top of each other. Just past them is a platform that moves like an inverted pendulum going left and right. Just opposite of it is a spiked ball. Get on the platform and jump over the spiked ball landing on the ground against the wall. Break the lower part of the wall to find a bomb. Hit the bomb to igite it, and the wall will come falling down. Walk forward a bit and you will find 2 spiked platforms that try to crush you. Get on the right platform and as it's going up jump off of it and land on the upper level. Stay on top avoiding the axes and the yellow eye. At the very end of that platform is a candle, hit it and inside will be some classic gaming goodness
Boss Rush Normal	Beat the primary boss on each stage
Boss Rush Dash	Beat the secondary boss on each stage
Full Bosh Rush	Beat every boss, including Dracula
Alternate Stage 5	Defeat Death in Stage 5, then go to Alternate Stage 4 and defeat Camilla
Play as Maria in Rondo of Blood	In Stage 2, while the minotaur is chasing Richter, there is a candlestick that contains the Key Sub-Weapon. Make sure to get it, and proceed down into the sewers after the minotaur is blocked by the wall. At the very end of the sewer path, there is a locked door. Use the Key Sub-Weapon to unlock, giving you a cinematic scene where Maria joins Richter. She is now selectable as a playable character in the main menu
Level Select for Rondo of Blood	Enter X-X!V"Q as player name
On SOTN, Play as Alucard, with 99 luck and the Lapis lazuli (+20 luck) accessory	Enter X-X!V"Q as player name. Completing the game first is not required
Play as Alucard, with the Axe Lord Armor on Symphony of the Night	Enter AXEARMOR as player name after first completing the game
Play as Maria Renard on SOTN	Enter MARIA as player name after first completing the game
Play as Richter Belmont on SOTN	Enter RICHTER as player name after first completing the game

Castlevania: Order of Ecclesia

Returning to life time and again since the ancient middle ages, the evil lord Dracula has driven people to terror. Each time Dracula returned from the dead, the Belmont clan fought him in shadows, wielding the holy whip.

Through their efforts, humanity avoided darkness, securing prosperity.

But early in the 19th century, having lost their ability to resist the darkness, those in positions of power at the time began to search for new ways to counter Dracula.

Our organization, Ecclesia, was born then as one of those countermeasures.

Many organizations were established with the same goal, and day after day they conducted their studies diligently, but each was dissolved when they failed to produce satisfactory results.

But that was when Barlowe, the leader of Ecclesia, finally made a surprising breakthrough that could stand up against Dracula.

Released on October 21st, 2008 for the Nintendo DS, Castlevania: Order of Ecclesia is the story of Shanoa, and her quest to retrieve the very deadly Dominus. Order of Ecclesia takes place sometime in the early 1800's. As the Belmont Clan had vanished by that time, several organizations are created in order to research countermeasures against Dracula and his army's eventual return. Between these organizations, the most promising was the Order of Ecclesia who created a triad of magical glyphs named Dominus. Shanoa is a young lady chosen by the order's leader, Barlowe, as the human vessel for Dominus, but just before the ritual is performed, the glyphs are stolen by Shanoa's best (and only) friend and fellow Ecclesia member Albus, disrupting the ritual and apparently costing Shanoa her emotions and memories. Upon awakening, Barlowe tells her of his version of the events and orders her to retrieve Albus and Dominus. In her pursuit, Shanoa arrives in the deserted Wygol Village and finds out that Albus kidnapped its inhabitants and keeps each one of them imprisoned in a different location. As Shanoa rescues them throughout the game, she learns that Albus captured them to perform some kind of twisted experiment on them which involved draining samples of their blood. Each villager rescued provides Shanoa with tasks that once completed, preent new rewards. While completing the tasks is not required to complete the game, its final areas are only unlocked when all villagers are rescued.

In Order of Ecclesia, Shanoa uses what is known as the Glyph System. She is able to absorb the powers of glyphs found throughout the castle and within enemies. These glyphs give her magical weapons and abilities, and consume her magic meter, which automatically replenishes itself. Shanoa is only the second female lead character in a Castlevania game, Sonia Belmont of Legends was the first. Castlevania: Order of Ecclesia is a cross between Symphony of the Night and Simon's Quest. The game was well received by fans around the world, and is considered to be one of the finest of the series. Along with Dawn of Sorrow and Portrait of Ruin, Order of Ecclesia completes a superb trilogy of Castlevania games on the DS. One that far exceeded the success of the highly popular trio of CV titles from the Game Boy Advance.

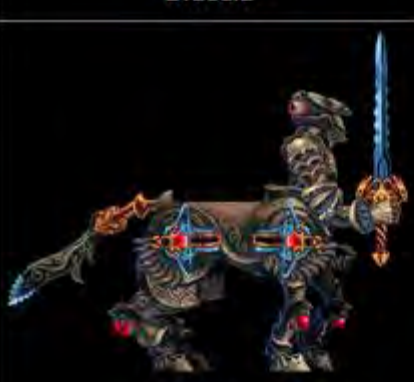
 Shanoa	Shanoa is a young lady chosen by the order's leader, Barlowe, as the human vessel for Dominus, but just before the ritual is performed, the glyphs are stolen by Shanoa's best (and only) friend and fellow Ecclesia member Albus, disrupting the ritual and apparently costing Shanoa her emotions and memories. Upon awakening, Barlowe tells her of his version of the events and orders her to retrieve Albus and Dominus.
 Albus	Albus is a rogue agent of Ecclesia who possesses the magical gun Agartha and, eventually, the all-powerful glyph Dominus, which is said to have the power to defeat Dracula.
 Barlowe	Barlowe is the founder of the Order of Ecclesia, one of the many groups dedicated to keeping Dracula at bay in the absence of the Belmont clan. Within Ecclesia lies the remains of Dracula, a nearly indestructible relic that if destroyed, will prevent Dracula's resurrection. Barlowe's research has resulted in Dominus, a weapon powerful enough to perform such a task, and Shanoa is tasked with its use. However, right before Shanoa prepares to do so, Albus, another of Barlowe's disciples, steals Dominus and flees. Barlowe then orders Shanoa to locate Dominus and bring Albus back, if possible.
 Dracula	The true master of the castle, and the prince of evil.
 Abram	Once a common thief, he found salvation in the church and studied thenceforth to become a healer. You will find Abram in the lowest right-hand side room in Minera Prison Island.
 Aeon	A confident chef whose motto is, "I can cook anything!" He moved here to avoid the serious competition of the big city. Return to the Minera Prison Island once you have acquired the Ordinary Rock. With this you'll be able to double jump which will allow you to climb the tower in the middle of the level. At the very top of this tower, you'll find Aeon.
 Anna	Irina's daughter and Serge's sister. She's a sensitive girl, and endowed with an awareness of the ethereal world. Anna is hidden behind a breakable wall in the Somnus Reef. To the top left of the map you'll find your exit/entrance. To the lower left you'll find one of two Warp Rooms. In between this lower Warp Room and the exit, you'll find a dead end room filled with giant rotating starfish. You may want to bring a Magic Ticket with you so you don't have to backtrack through this death trap. Quickly find your way through the large room of starfish and in the top left, hit the wall to make it crumble to reveal a secret passage. In here you'll discover Anna.
 Daniela	She appeared in the village one day, as if she had always lived there. Some days she's ignorant, and yet others days she's quite wise. In the Giant's Dwelling, opposite of the left most Save Room you'll find Daniela.
 Eugen	A quiet, gentle man of 50 years. His good faith brought him to this community, where he used his carpentry skills to build houses. Eugen can be found in the lower right-hand room of the Lighthouse.
 George	Dracula's legend enticed this minstrel to come along. Townsfolk don't look twice, but avoid this eerie songs. George is to the far left end of the corridor above the boss's level of the Skeleton Cave.
 Irina	Her children are Serge and Anna. She came to the village by accident, but decided to stay and share her excellent cuisine with the others. You will find Irina in the waterfall area of Tristis Pass. On the ledge just below the red chest on the left, destroy the wall here to reveal a hidden room and Irina.
 Jacob	This peddler seemed a natural fit, and moved into the village. Jacod can be found imprisoned in the Kalidus Channel.
 Laura	She places her trust in the cards of the tarot, which foretold she would do great things here, as well as finally locate her soul mate. Laura can be found in the Tymeo Mountains. She is in a room opposite of the far left hand side Warp Room down on level in the same vertical shaft.
 Marcel	Hearing rumors of monsters nearby, he traveled here to further his research. He's a curious man, and won't hesitate to share information. You will find Marcel in the top right most exit/entrance of the Tymeo Mountains.
 Monica	This young girl is bright, but shy. The other villagers are like her family, since her real parents passed away. In the Kalidus Channel, you'll find Monica to the lower right of the sunken ship near the end of the level.
 Nikolai	By the grace of God, he cleared away the wilderness to plant the seeds of this village. You'll find this old man to the right of the Wygol Village entrance.
 Serge	Irina's son looks after his sister, even though he thinks she's a big crybaby. In Sumnus Reef, you'll find Serge in the top left room near the exit/entrance to the top right.

Enemy	HP	EXP	Description	Dropped Items	Location
Altair	24	14	With broad wings, this eagle bears its charges into battle	Eagle Feather	Tristis Pass Oblivion Ridge
Arachne	104	77	A female spider. Her bodily fluids are highly toxic	Silk Thread	Tristis Pass
Armored Beast	255	133	A ferocious armored beast with steel claws on hand and foot	Meat	Tristis Pass Oblivion Ridge
Automaton ZX26	64	64	An animated puppet made by a demon scientists. Model No. 26	Iron Ore	Giant's Dwelling
Automaton ZX27	256	125	A nearly-complete mobile robot. Model No. 27	Silver Ore Arma Machina	Mechanical Tower Final Approach
Axe Knight	23	9	A heavily-armored warrior with an equally heavy axe	Copper Ore Ascia	Ruvas Forest Minera Prison Island
Balloon	45	40	A plant that scatters poisonous spores	None	Tristis Pass
Banshee	3	4	An apparition whose chilling wait stops men cold	None	Monastery
Bat	1	1	A bloodsucking bat that lurks in the dark	None	Monastery Ruvas Forest Tymeo Mountains Tristis Pass
Bitterfly	33	29	Invisibility is this creature's cloak, and its weapon	None	Misty Forest Road
Black Crow	13	13	An evil bird with an aquired taste for human flesh	None	Tymeo Mountains
Black Fomor	66	49	This monster's tongue dances with dark incantations	Milk Umbra	Misty Forest Road
Black Panther	168	152	A black, female panther	Arma Felix	Castle Entrance Library
Blade Master	200	190	Excels at duels with its dual-wielding technique	None	Barracks Forsaken Cloister Final Approach
Blood Skeleton	99	0	The blood they absorb regenerates all wounds	None	Castle Entrance Library
Bone Archer	18	5	An archer who attacks with bone and arrows	Arcus	Minera Prison Island
Bone Pillar	200	22	Created from bleached dinosaur bones, fossilized in the clay	None	Tymeo Mountains Skeleton Cave Training Hall
Bone Scimitar	17	5	A skeleton warrior. Strangely, it fights with genuine courage	Secare	Monastery Ruvas Forest
Bugbear	156	134	A single-eyes fiend cloaked in lightning	None	Barracks Mechanical Tower Arms Depot Forsaken Cloister Final Approach
Cave Troll	310	199	This beast extracts cow entrails with its tongue	None	Large Cavern Tymeo Mountains Forsaken Cloister Final Approach
Chosen Une	190	113	A victim of the parasitic une that leaves une in his steps	None	Agrila Swamp
Creature	260	90	A mad scientist created this wonder of artifical biology	None	Minera Prison Island
Curse Diva	44	56	Curses the living with its deadly song	Choco Souffle	Giant's Dwelling
Dark Octopus	40	18	An octopus reature, tormented by black magic	Black Ink	Kalidus Channel
Decarabia	96	63	A five-legged demon servant	None	Somnus Reef
Demon	44	22	A fell beast of the underworld	None	Minera Prison Island
Demon Lord	1333	999	A superior demon, more terrifying than its most dangerous kin	Globus	Large Cavern

Enemy	HP	EXP	Description	Dropped Items	Location
Devil	444	333	Manipulates ice and flame while moving sluggishly	None	Library Barracks Final Approach
Double Hammer	2000	1600	The only thing more dangerous than a giant hammer is two	Gold Ore	Large Cavern Training Hall
Draculina	266	170	This female vampire feasts on the blood of intruders	Crepes Suzette Stephanie	Library
Dullahan	88	54	This knight doesn't need a head to hand his enemies theirs	Vol Confodere	Skeleton Cave Tymeo Mountains
Ectoplasm	33	55	A substance that oozes from lingering corpses	Uncurse Potion	Giant's Dwelling Tristis Pass
Edimmu	110	57	A snake-like water dweller	None	Somnus Reef
Enkidu	450	250	A lonely artifical monster, its only company a white dragon	None	Misty Forest Road
Evil Force	244	113	An evil will, given embodiment through dark karmic forces	None	Mystery Manor Minera Prison Island
Final Knight	666	573	This elite warrior ses intruders as its quarry	Knight Leggings Knight Cuirass	Final Approach
Fire Demon	111	66	This demon is master of the consuming flames	Crimson Greaves Crimson Mail Ignis	Tymeo Mountains
Fishhead	50	7	A violent fish, with a spirit as fossilized as its body	Salt	Somnus Reef
Flea Man	30	18	This sinister little man leaps like a bloodsucking flea	Rice Ball	Oblivion Ridge Mystery Manor Castle Entrance
Forneus	43	19	A demonic sea creature from the oceans of the underworld	Salt	Kalidus Channel
Gargoyle	130	111	A demon turned to stone. Attacks in groups	None	Castle Entrance
Gashida	355	210	The breath of this living statue petrifies human flesh	None	Underground Labyrinth
Gelso	14	4	A rare, water-dwelling creature	None	Kalidus Channel
Ghost	5	3	The reanimated ghost of a horse killed on the battlefield	None	Monastery
Ghoul	66	6	A spirit with a steady diet of dead, rotting flesh	Spoiled Milk	Castle Entrance Library
Gorgon Head	1	1	Created from the head of Medusa. Turns its victims into stone	Mirror Cuirass Fidelis Medusa	Mechanical Tower
Grave Digger	150	65	Enjoys his cursed vocation because he meets new people	Earl Grey	Misty Forest Road
Great Knight	600	450	One of Castlevania's many elite armored guardians	Knight Helm Melio Ascia	Library Arms Depot
Gurkha Master	240	200	An armored warrior with a knife of the same name	Iron Leggings	Underground Labyrinth Barracks Mechanical Tower Arms Depot
Hammer Shaker	450	260	A superhuman warrior that swings his hammer effortlessly	Silver Ore Melio Macir	Underground Labyrinth Barracks Mechanical Tower Arms Depot
Imp	66	44	A tiny demon who loves mischief	None	Barracks Mechanical Tower Final Approach
Invisible Man	70	15	A magician who gave up his soul to gain invisibility	None	Minera Prison Island Monastery
Jersey Devil	143	100	A flying monster with a horse's head and a bat's body	None	Argila Swamp
Jiang Shi	6500	2525	This blood-sucking creature crossed the sea from the East	Fidelis Mortus	Large Cavern

Enemy	HP	EXP	Description	Dropped Items	Location
Killer Fish	38	17	A ferocious fish. Fetches a high prices among epicures	Raw Killer Fish	Kalidus Channel
King Skeleton	700	460	A skeleton armed with a huge battle axe	Barbarian Shoes Barbarian Belt	Arms Depot
Ladycat	98	63	A swift half-woman, half-monster. Toys with her prey	Monsieur Heart Repair	Giant's Dwelling
Lilith	366	188	Tempts her victims by exploiting their most secret fantasies	Pudding	Final Approach
Lizardman	180	119	A shield makes its defences nearly impenetrable	Copper Plate Vol Scutum	Tristis Pass Oblivion Ridge Final Approach
Lizardman Blade	375	238	This lizard is reptilian enough to wield a huge sword	None	Misty Forest Road Barracks Mechanical Tower Final Approach
Lorelai	88	59	A nymph whose voice and beauty lures victims to a watery grave	Merman Meat	Somnus Reef
Mad Butcher	210	113	A madman with a mechanized saw. Enjoys butchery and sculpting	None	Mystery Manor Library
Mad Snatcher	444	200	Parasite that clings to, then continaully drains its victims	None	Arms Depot
Mandragora	100	58	Those who hear its scream know madness	Mandrake Root	Argila Swamp
Medusa Head	1	1	Medusa's severed head spawned multitudes of these pests	None	Mechanical Tower Forsaken Cloister
Merman	80	56	An aquatic humanoid, known for its violent, territorial ways	Zircon	Kalidus Channel Somnus Reef
Mimic	293	165	Poses as treasure to prey on mankind's greed	None	Tristis Pass
Miss Murder	66	66	A stealthy and bloodthirsty killer	Vol Falcis	Giant's Dwelling
Necromancer	22	7	Uses black magic to animate and control corpses	Fidelis Caries	Ruvas Forest
Needles	10	2	A hard-shelled sea urchin. A questionable delicacy	None	Kalidus Channel Somnus Reef
Nightmare	44	27	Those who witness its coming soon know death	Horse Hair	Tymeo Mountains
Nominon	16	7	A evil, soul'sucking spirit that paralyzes its victims	None	Ruvas Forest
Nova Skeleton	248	138	Holes were drilled in his head to implant psionic powers	Nitesco	Training Hall Underground Labyrinth Barracks Forsaken Cloister
Owl	69	52	The magic that empowers this owl also spurs it to violence	Fidelis Noctua	Tristis Pass
Owl Knight	220	125	A knight who sends a trained owl to attack his enemies	Silver Ore	Argila Swamp
Peeping Eye	92	66	One of the castle's watchmen	Eye for Decay	Castle Entrance Library
Polkir	155	124	Feasts on the precious memories of its victims	Fidelis Polkir	Underground Labyrinth
Rebuild	666	400	Assembled from the corpses of many renowned warriors	None	Mechanical Tower Arms Depot
Red Smasher	250	200	An armored warrior outfitted with twin daggers	Iron Plate Vol Culter	Mechanical Tower Arms Depot Underground Labyrinth Barracks
Rock Knight	100	45	A soldier armed with stones and a throwing arm	Iron Ore	Tymeo Mountains
Saint Elmo	13	6	An evil spirit whose power causes shipwrecks	None	Somnus Reef

Enemy	HP	EXP	Description	Dropped Items	Location
Scarecrow	56	26	Quite a threat, if he only had a brain	None	Tymeo Mountains
Sea Demon	88	33	An evil demon of the sea, skilled in ice magic	Grando	Somnus Reef Kalidus Channel
Sea Stinger	6	1	A carnivorous and disturbingly agile fish creature	None	Kalidus Channel
Skeleton	12	3	A skeletal corpse controlled by magic. One of many	None	Ecclesia Monastery Ruvas Forest Giant's Dwelling
Skeleton Beast	400	190	A skeletal brute armed with a huge club	Barbarian Helm	Skeleton Cave Giant's Dwelling Oblivion Ridge
Skeleton Frisky	62	28	Leaps boundlessly in a dark dance of the doomed	None	Skeleton Cave Giant's Dwelling
Skeleton Hero	80	50	A skeletal savior, foretold since ancient days	None	Skeleton Cave Tymeo Mountains
Skeleton Rex	184	105	A fossilized thunder lizard, given life by an evil will	None	Skeleton Cave
Skull Spider	32	20	A monsterous spider with a skull-shaped body	Anti-Venom Fidelis Aranea	Kalidus Channel Tymeo Mountains
Spear Guard	24	9	An armored warrior wielding a long lance	Copper Ore Hasta	Minera Prison Island
Specter	34	31	An eternally wandering spirit, consumed by hatred	None	Kalidus Channel Misty Forest Road
Spectral Sword	260	240	This blade is as sharp and deadly as the spirit that possesses it	Melio Secare	Arms Depot Final Approach
Stone Rose	260	150	Once an insectivore, this plant's tastes have broadened	None	Oblivion Ridge Argila Swamp
Thunder Demon	144	133	This demon manifests its fury in thunderous peals	Fulgur	Tristis Pass
Tin Man	256	180	A robot with no soul, and thus no fear	Silver Ore Gold Ore	Large Cavern Library Barracks Minera Prison Island
Une	1	1	This plant's diet of blood results in odd mutations	None	Argila Swamp Ruvas Forest
Weapon Master	3000	2000	Uses any manner of weapon as easily as a part of its own body	Gold Ore	Large Cavern
Werebat	99	50	A female, half-human bat. How about that	Arma Chiroptera	Misty Forest Road
Werewolf	184	120	Men cursed with lycanthropy develop a taste for blood	None	Oblivion Ridge
White Dragon	200	150	Dinosaur fossils imbued with an evil spirit	None	Misty Forest Road Skeleton Cave Tristis Pass
White Fomor	144	99	Mocks God with sacrilegious chanting	Vol Luminatio Cashmere Thread	Mystery Manor Library
Winged Guard	10	1	A skeleton given wings and made to fly	None	Minera Prison Island Tymeo Mountains Forsaken Cloister
Winged Skeleton	30	1	An image of death given wings to soar through the night sky	Fidelis Alate	Final Approach
Yeti	166	150	A mysterious, cowardly legend said to live in snowy mountains	None	Tymeo Mountains
Zombie	9	1	A lively animated corpse, magically brought to life	Rotten Meat	Monastery Ruvas Forest Giant's Dwelling

Boss	HP	EXP	Description	Dropped Items	Location
Albus	4000	0	Expert in the use of firearms. His gun is called "Agartha"	Acerbatus	Mystery Manor
Arthroverta	700	300	A giant mutant created to guard the stronghold	Medal	Monastery
Barlowe	4000	0	A pitiable madman, his body is now Dracula's vessel	Globus Medal	Ecclesia
Blackmore	5000	4300	Sustains himself on the essence of his victims' souls	Medal	Underground Labyrinth
Brachyura	1800	1000	A giant crab from the depths of Transylvanian history	Medal	Lighthouse
Death	4444	4444	Dracula's confidant. Knows dark secrets hidden from all others	Medal	Mechanical Tower
Dracula	9999	0	The true master of the castle, and the prince of evil	Medal	Final Approach
 Eligor	3000	4300	A giant demon knight summoned to protect the castle	Medal	Arms Depot
Giant Skeleton	800	350	A giant condemned in ages past	Medal	Minera Prison Island
Goliath	4200	2500	The only thing more massive than he is the weight of his blasphemies	Medal	Giant's Dwelling
Gravedorcus	3600	3000	A monster that tracks its prey through vibrations in the earth	Medal	Oblivion Ridge
Maneater	2500	1500	This monstrous insect buzzes about inside a great skull	Medal	Skeleton Cave
Rusalka	2800	2000	This aquatic demon compels the squalls to obedience	Medal	Somnus Reef
Wallman	9999	3500	Walls are no obstacle for this bizarre being	Paries	Library

Castlevania: Order of Ecclesia (DS)

PDF WALKTHROUGH

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Basics

If you have played any Castlevania games before then you can just skip this part and discover the new controls and mechanics yourself. Seasoned players of the previous games should be able to cope with the new mechanics easily. For first time players, I suggest reading through this short quickstart section.

Controls

DPAD Left/ Right	Move character to the left or right
DPAD Up	Press and hold up to absorb glyphs; Fly up when Volaticus Glyph is active; Interact with NPCs and savepoints. Press up
DPAD Down	Crouch; drop through some platforms by pressing the B button; slide by pressing B on solid floors
L	Dash backwards
R	Activate support glyph (must be equipped first)
A	Hold to pull out glyph selection; press L/R to cycle through the glyphs
B	Jump; press again while in mid-air to double jump; slide by pressing while holding down button
X	Attack with the assigned glyph; press with Y to perform a glyph union
Y	Attack with the assigned glyph; press with X to perform a glyph union
Start	Open menu
Select	Toggle map and status screens (upper LCD)

Attacking
Shanoa's means of attacking is different from the previous heroes of the series. Instead of utilizing weapons, she has various glyphs at her disposal. She can collect glyphs by absorbing them. Though she can collect several glyphs, she can only equip three glyphs at a time. Only equipped glyphs can be used in combat and to interact with the environment (like breaking objects or giving Shanoa additional abilities). Attacking consumes MP, which is quickly regenerated when not attacking. Combining two glyphs (called "glyph union") consumes hearts instead. Glyph unions are special attacks capable of dealing more damage and effect.

Collecting Items
As you traverse the dungeons of the game, you'll come across treasure chests that yield normal or rare loot. Green chests normally carry rare random items. In addition to normal chests that you encounter when dungeon crawling, there are also secret blue chests that can only be revealed by doing specific actions, like sliding or destroying specific things in the area. Red chests contain the same item and can only be opened once. There are relics for every gold chest you encounter.

Walkthrough

Ecclesia

Enemies:
- 003 Skeleton

Jump to the top right corner of the room to get a briefing from Barlowe. Once in control, go over the Glyph and press+hold the UP button on your DPAD to absorb the Glyph: Confodere (A rapier glyph). You shall do the same

thing for every new glyph you find from hereon. After the talk, go to the left and press down while you're in front of the urn that has a glowing light on top of it. You should be able to obtain an unlimited amount of hearts. Now you should equip the new glyph you acquired in order to use it. Open up your menu and select the Glyphs option. Assign your Confodere for both your Y and X buttons for the meantime. Follow the instructions Barlowe gives you. You should be able to perform normal attacks and glyph unions at this part. Recover your hearts by using the urn to the left then exit to the next room.

In the next room, defeat the summoned skeletons. Once in full control of Shanoa, save your game. You may return to the leftmost room in the middle of the map to obtain Record 5. Proceed to the exit to get to the world map and select your next destination.

Monastery

Enemies:

001 – Bat
002 – Zombie
003 – Skeleton
004 – Ghost
005 – Banshee
006 – Bone Scimitar
109 – Anthroverta

Use the map provided to navigate the area and gather the chests. You can immediately face the boss if you want by taking the teleporter in the lower right corner of the map but that will be suicide without training your character first. Start off by heading to the vertical passageway. Be careful when grabbing the first chest as a bat will fly towards you. Continue moving up then going to the room to the right. Grab the the Sandals (X6) and equip it. Exit the room and continue to the left.

Continue to the left to reach the glyph Magnes (G2). Absorb it and save your game to the left. Use Magnes to jump up to the topmost ledge. Grab the Cotton Hat (X3) from the chest. Continue to the left, ignore the chest on the platform since you can't reach it yet then go to the lower right corner of the room to find Tofu the cat and a chest containing a HP Max Up. You can't get them by blindly dashing. To obtain them easily, stand by the pole where Tofu is facing then slide to reach them. If you head to the next room to the lower left, you'll find the Cubus glyph by destroying the falling blocks. However, you can't get it for the meantime with your current glyphs. There is also a Bone Scimitar enemy here that may drop the Secare sword glyph. It has shorter range compared to your Confodere but it deals more damage obviously.

Head to the middle hallway to the right. This hallway will spawn infinite number of zombies so you can take some time here training your character and saving the game afterwards. Continue farther right of the hallway to find a statue. Break it and absorb the Cutler glyph. Continue to the next room and grab the Book of Spirits in the lower left (X7) Attack the barricade in the top left to reveal an opening. Grab the Heart Max Up in the next room (S1). Exit and continue to the left corridor.

Once you've reached the vertical passageway, attack the ledge across the second small platform to the right. The Red Drops should fall down from the crumbling floor.. Make your way up, grab the 500G and enter the room to the right to grab the chest's content. Continue to the left hallway, grab the chest and the MP Max Up in the next vertical passage. Save your game then enter the room to the right for a boss battle:

Boss: 109 Anthroverta	HP: 700	EXP: 300

First you should know about this boss' attacks. It curls itself into a large ball and will move side to side in an attempt to crush you. Use Magnes to levitate to safety. Next is that it will attempt to slash you with its giant claws; dash backwards by pressing the L button in order to dodge this. And finally, it spits a webbing that can destroyed by using Secare's union glyph.

The pattern is simple; attack it repeatedly as it uncurls itself but be prepared to dodge its claw. After dodging the claw, attack the boss again and repeat the process. Use Magnes to levitate if ever the boss uses its rolling attack again then jump down and attack it. If ever your MP gets depleted, go to the far end of the room and stay back as it regenerates. Finally, if you managed to win without getting hit, you'll get the medal.

Continue to the next screen for a scene. Take the teleporter and exit the Monastery. Select Wygol Village next.

Wygol Village

Walk to the right and absorb the Topor Glyph. Nikolai will speak to you and will inform you that the other villagers were taken to Prison Island. The village will be empty but as you rescue more villagers, it will be active again. For the meantime, open the chests here to obtain random items. There are two chests on top of the platforms on the leftmost and rightmost sides of the village. The third chest is located inside the second level of the house to the far right. Replenish your hearts using the urn and exit the village through the arch. Back in the world map, select Ruvas Forest.

Ruvas Forest

Enemies:
001 Bat
002 Zombie
003 Skeleton
006 Bone Scimitar
008 Nominon
009 Axe Knight
010 Une
012 Necromancer

Make your way to the right while defeating enemies. When you come across a statue, destroy it to obtain the *Macir* hammer glyph. Continue to the right a bit until you encounter a necromancer. Don't kill it yet; wait for a glyph that will appear while it is summoning then absorb it. You'll obtain the *Fidelis Caries*. This glyph can summon a zombie to fight for your side. Continue to the next section.

Continue to the right until you come across a chest. Loot it then continue to the right to find an axe-wielding enemy. You may jump over or duck those attacks but remember that the axes return back as boomerangs. Alternatively, you can just attack them to deflect those thrown weapons. Absorb the Ascia glyph that will appear by defeating the axe knights. Continue to the next section and fight more enemies until you reach the exit.

Kalidus Channel

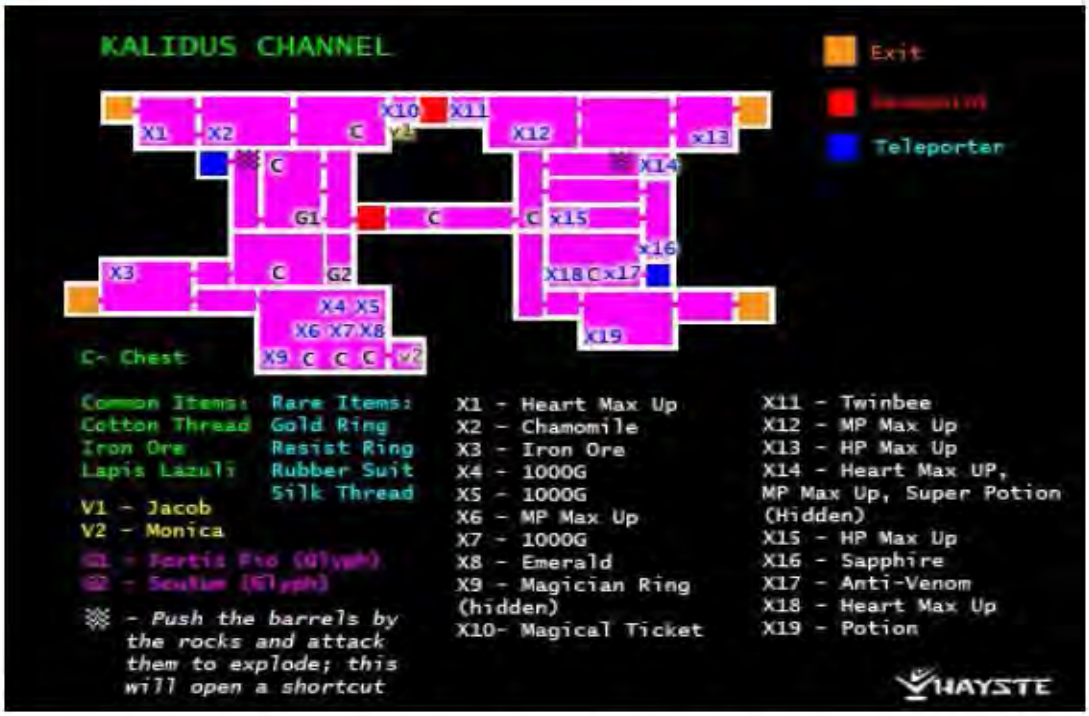
Enemies:

007 Sea Stinger

008 Nominon

011 Merman

017 Needles



This area is pretty large but for now, you only have access to the upper level. Swim across or use the floating objects to jump. Defeat enemies along the way, specially those annoying sea stingers and mermans. Ascia will be of great use here since it can easily hit those mermans. The sea stingers are infinite so don't expect to kill them all. Just do your best to avoid them, as their pattern of movement are basically the same.

In the next section, you'll find another villager enclosed in a glyph. Absorb the glyph (Torpor) and learn that the villager's name is Jacob and he has a shop back in Wygol village. Visit the village later on but for now, grab the magical ticket and continue to the right. Save your game and continue your way to the right to reach the exit. You may head back to the village and buy some new gears for Shanoa that you can afford. Save your game and head to the next area.

Minera Prison Island

Enemies:

009 Axe Knight

013 Bone Archer

014 Spear Guard

015 Invisible Man

018 Demon

023 The Creature

028 Winged Guard

071 Evil Force

080 Tin Man

108 Giant Skeleton

Castlevania Order of Ecclesia

Go past the teleporter and a boss battle will immediately ensue.

Boss: 10th Giant Skeleton	HP: 800	EXP: 350

Make sure that you have Magnes and Ascias equipped. The best pattern to win this fight is by throwing a barrage of axes to the boss while evading its normal attacks. Once it gets to your position, jump and activate Magnes. Raise Shanoa overhead (Pres UP while Magnes is activated) to avoid getting hit by the boss. Once it moves, jump down and repeat the process. If you are aggressive enough, you can just dash to the other side using Magnes and attack. The boss is also vulnerable for a few seconds after kicking so exploit this chance to deal much needed damage.

Continue to the right and defeat the Spear Guard to obtain the *Hasta* lance glyph. If the spotlight catches you, an Evil Force will appear. These are quite resilient enemies but does give you a nice EXP boost so you can get spotted deliberately if you want to farm experience. Continue to the next two sections, defeat the Bone Archers for them to drop *Arcus* glyphs.

Next, in the vertical passage, jump down, grab the 500G bag then enter the room to the right. Defeat the enemies on the floor first before jumping on the platform. Be careful of the lancers since they can pierce you from beneath or from above. In the far end of the room is a red chest with MP Max Up. Now return to the entrance and jump to the platform. It may take a few tries but it required perfect position and timing. Defeat the enemies and grab the chests containing a Cabriolet and a random treasure respectively. You can equip it to Shanoa if you want. Head back to the vertical corridor, save your game and use the stairs to go up. Go to the right hallway.

Grab the treasure on the platform then continue to the right to reach another vertical corridor. Before going to the bottom, destroy the wall in the middle to reveal a secret room. Grab the Priestess Ring there. Jump to the bottom defeat the enemy and loot the chest. Continue to right, past the annex. On the vertical passageway, use the platforms in the middle to reach the tower. Grab the Anti-Venom. Once you have the **double-jump** ability, make your way to the top floor to find a villager named Aeon and a red chest containing a Tower Ring. Otherwise, jump down and go downstairs. Take the path to the left to enter the dungeons.

To the far left is a red chest with HP Max Up. Step on the wooden floor to the right of the chest and press down to drop to the lower level. Go to the left to mark the teleporter room in your map then head to the right, defeating the enemies and avoiding the falling blades along the way, until you reach the next room with Albus on it. He'll give you the *Dominus Hatred* so absorb it. Continue to the right, avoid the iron maidens and giant swinging axes along the way. Before jumping on the platforms, grab the 500G bag and enter the room to the right to find another villager, Abram. Exit the room and jump on the platforms to reach the upper level.

Make your way to the left, fight off the invisible man and the creature. On the vertical corridor, make your way upstairs while looting the chests. Continue to the right and use the savepoint in the middle of the second vertical passage. Use Magnes to boost Shanoa towards the red chest. Grab the Heart Max Up there and go through the hallway to the right. Grab the chest on the ground floor and the cat on the platform. Continue to the right to reach another vertical passage.

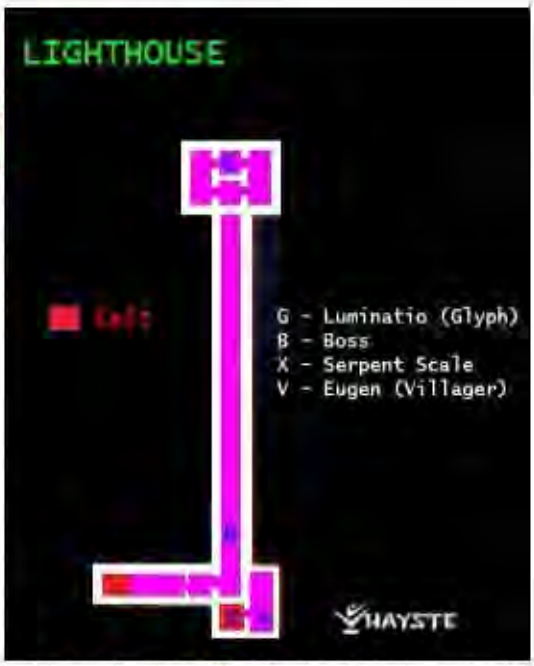
To the middle left is a teleporter room. Go to the bottom floor to find another statue. Break it to get the Falcis sickle glyph. Continue to the left. This room can be pretty annoying because of the electric sparks moving from the top and on the floor. The sparks deal considerable damage and getting hit continuously can put you into peril. It may take a lot of practice and patience before you can reach the other end but if you have full HP and have some healing items with you, I suggest braving the room and endure the damages. Fortunately, after getting the glyph, the sparks will disappear and you won't need to endure the same thing over again. Exit the room and take the middle right path. Defeat the Demons that will appear. Allow the spotlight to shine on you so a sturdy Tin Man appears. Defeat it and a blue chest containing the Strength Ring will appear. This enemy is really strong so if you want, you can exit the area first and save your game. Grab it and continue to the right. Get the Glyph Sleeve from the golden chest and exit the area.

You may head back to the village, save your game and loot the chests again. Head to the lighthouse when ready.

Lighthouse

Use Magnes to boost Shanoa across the spikes. Enter the tower.

Boss: 110 Brachyura	HP: 800	EXP: 350



Make your way up and halfway, a boss will attack you. Ascia will be your best choice here. The boss has very basic and patterned attacks. Position Shanoa in the small platform on the left side and and throw some axes while crouching. Once the boss sprays some bubbles continue attacking to destroy them and avoid getting hit. Repeat the process.

After dealing enough damage, the enemy will turn red. At this point, it will lunge its arms to the ceiling. Stay low and continue attacking. Once it destroys the ceiling, wait for it to retract its claw and jump your way on the new platforms. Once you've reached two platforms on both sides of the wall, the boss will stop moving. Continue attacking while staying on the left side of the tower. Remember to alternately fight on the upper and lower left platforms.

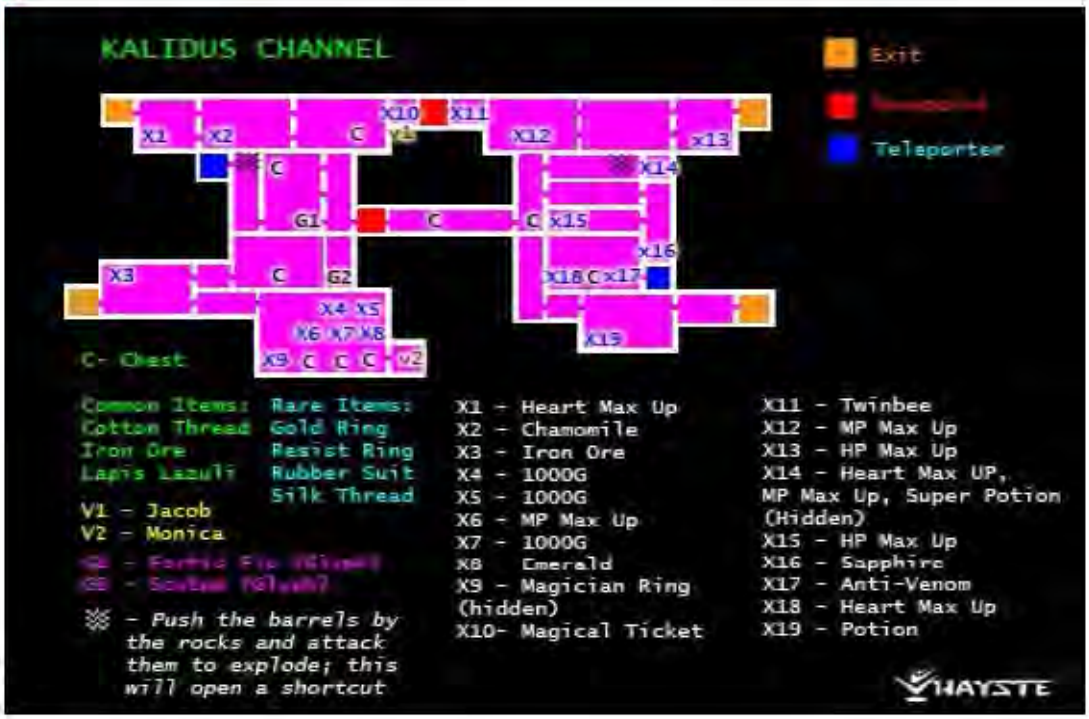
If you are standing on the upper left platform, remember to drop down to the lower left once the boss retracts its large claw and nips thrice. Be careful of the small left claw since it may hit you while on the lower platform if ever the boss stretches its large claw to swing it across the screen. Once the boss turns red again, it will destroy the ceiling in three hits. It will become aggressive at this point and will try to catch up with you. Use the magnetic pedestals and platforms to make your way up. Once you've reached the top, jump to the stone alcoves or spaces on either side and up to the elevator. Press down to activate the elevator and it should crush this giant crab to pieces. If you managed to defeat this boss without taking damage, you'll be rewarded with a medal.

Activate the elevator again to up and take either path to reach the topmost level of the lighthouse. Absorb the Luminatio glyph and go down. Go to the right to find Eugen. Free him up and continue to the left. Grab the Serpent Scale from the golden chest and exit the area.

Kalidus Channel

Enemies:

- 016 Gelso
- 019 Fishhead
- 020 Dark Octopus
- 021 Killer Fish
- 022 Fomeus
- 025 Skull Spider
- 027 Sea Demon
- 033 Specter



You will now need to visit Kalidus Channel for the second time. Enter from the lower right entrance. Continue to the left. With the Serpent Scale equipped, Shanoa can now walk underwater. Continue to the large area and look for the potion inside the red chest in the lower left corner. Swim to the upper left and kill the trapped octopus. Swim up and drop down in the next large area to find a red chest with Heart Max Up. Continue heading to the right and scour the floor for two chests. There is a teleporter room to the right. Swim up to the upper right exit.

To get the Sapphire behind the Fishheads, use Luminatio's glyph union. Slowly swim up and enter the long room to the middle left. Fight the enemies and grab the HP Max Up from the red chest. Exit back to the vertical shaft, go left then on the next shaft, kill the octopuses and loot the chest. Continue swimming to the upper right and you should find an explosive barrel tied to a bouy. Push the barrel by swimming to it and once near the rocks, attack it to detonate and clear a shortcut. After destroying the rocks, attack the wall in the lower right corner to open a secret room. Grab all the treasures inside. Swim up through the newly opened path.

Go to the right and find a red chest with HP Max Up on the sea floor. Continue to the left to find MP Max Up. Go back to the shortcut, go left, then enter the path to the lower left of the vertical shaft. Grab the chest in the middle and then save your game. Continue to the left and look for a statue with two dark octopuses on the floor. Destroy it and absorb the *Fortis Fio* glyph. Take the path to the left to reach the next room. There is an explosive barrel here so push it out of the alcove. There will be an infinite wave of Gelsos that does their job well in annoying you. Once you successfully blown up the debris, enter the room on the top left to reveal a teleporter. Swim up through the newly opened shortcut.

There will be two chests to the left and one to the right. After collecting them all, return to the shortcut then go back to the right until you reach the vertical passage beside the savepoint room. Enter the opening on the bottom floor and destroy the statue on the bottom-right corner to get the *Scutum* glyph. Continue to the left, grab the chest in the middle of section. Go left again to the next section to grab an Iron Ore from the red chest in the upper left part of the area. The exit is located in the lower left corner. Go to the lower right this time, and continue swimming up to the right to find a shipwreck. Continue to the right to enter the dry side of the ship and follow the path to pick up 1000G bags and chests along the way. Once you've reached the lowest floor, go to the lower right corner to find another villager named Monica. Continue to the left and defeat the specter. Slide on the floor for a hidden blue chest to appear. Grab the Magician Ring. Make your way back out of the ship and exit the area.

Tymeo Mountains will now be available but I suggest checking out the village again and prepare before you head out.

Tymeo Mountains

Enemies:

024 Black Crow

025 Skull Spider

028 Winged Guard

029 Nightmare

030 Rock Knight

As soon as you start the stage, stand in between the two candlestands and press down to reveal a hidden blue chest. Grab the Blue Drops inside then continue to the vertical passageway. Use the savepoint in the upper right if you want then go to the path in the middle left. Defeat the rock knights then grab the chest in the middle of the area. In the next section, there is a giant horse called Nightmare running around. Defeat it if you want then slowly jump over the falling stalactites. Jump to the middle platform and attack the wall to the left to reveal a hidden room with the Empress Ring on it. Continue to the upper right.

Use Magnes to boost Shanoa across the long stretch of spikes. Continue to the right and grab the chest in the middle. Go up and take the path in the middle right. Free the villager named Laura then enter the room to the top left to reveal the teleporter room. Continue up then go to the left section. Follow the path and break the statue to get *Fides Fio*. Then, grab the MP Max Up from the red chest further right. You can't get past the other half of this map yet so head to the exit to the top left.

Return to the village and check out the NPC quests and deliver the items they're requesting. Resupply as needed then exit back to the world map. Access the Misty Forest Road next.

Misty Forest Road

Enemies:

032 Bitterfly

033 Specter

034 Gravedigger

035 Werebat

036 Black Fomor

037 Enkidu

043 White Dragon

Continue to the left, defeat the enemies until you encounter the floating goat-like demon. Wait for it to summon and reveal its glyph and absorb it to get the *Umbra*. Continue to the left until you reach the statue containing the *Vol Macir*. Further left is a werebat guarding the chest. Defeat it and grab the item in the chest. Werebats drop the *Arma Chiroptera* glyph. Jump on the ledge and use the Magnes to the right. Boost Shanoa to the small cliff that has a sage. Continue to the left and defeat the White Dragon. As you exit to the next section, defeat the specter. Jump down and grab the treasure inside the chest to the lower right. You won't be able to pass through the peculiar looking wall near the chest since you'll need the Paries glyph to pass through this wall. Continue to the left to reach the exit.

Your next destination is the Skeleton Cave. You can stop over the village to save your game and to resupply if you need.

Skeleton Cave

Enemies:
038 Bone Pillar
039 Skeleton Frisky
040 Skeleton Hero
041 Dullahan
042 Skeleton Rex
043 White Dragon
054 Skeleton Beast
111 Maneater

Head to the left and defeat the Friskies and Dullahans. Dullahans drop the more powerful version of the rapier glyph called Vol Confodere. Continue to the left past the chest (require's double jump) and grab the chest on the platform. Drop down to the lower floor then continue left until you reach the last section to the far left. Several Friskies will line up along the way and attack you so prepare for the assault. In the last room, kill the White Dragon and loot the chest. Like the first red chest, the one located here will be inaccessible for the meantime.

Go back to the right and drop down to the lower floor. Grab the chest and defeat the white dragon on the other side of the wall. A skeleton rex will be charging towards you as well. After defeating it continue to the far right and drop to the bottom floor. You'll find several bone pillars as soon as you land on the floor. Use glyph unions to get rid of them immediately. Grab the two chests below then attack the edge of the ledge to obtain a Black Drop. Continue to the right. Two more skeleton rexes will block your path. Defeat them then continue to the save point. Heal as needed and prepare to face the boss.

Boss: 111 Maneater	HP: 2500	EXP: 1500

This boss is really easy. Equip Illuminatio and keep releasing those balls of light. Just avoid its tentacles and the bone projectiles that it throws at you. Just keep the illuminatio projectiles active and it will force the tentacles to retract, as well as deflecting the bouncing bone projectiles. Stay away from it if you need to recover some MP then resume attacking once recovered. Remember to slide underneath the boss if ever it starts to corner you in one side of the room.

After defeating the boss, continue to the left side to find a villager and Albus. Once he leaves, grab the contents of the golden chest (Ordinary Rock = enables you to double jump) and free up the villager. Now make your way out and grab the two high chests you couldn't reach earlier. Exit the cave.

Head back to the village. After talking to Nikolai, Somnus Reef will be unlocked in the world map. Head out when ready. Before heading to the Somnus Reef, you'll need to revisit some previous dungeons you have cleared. Remember some of the locations you can't reach because you lacked the double-jump ability? Now is the best time to get them.

Minera Prison Island: Make your way to the tower section in the middle. Use your double jump ability to reach the topmost level of the dungeon to find a villager called Aeon, as well as the Tower Ring.

Misty Forest Road: Enter from the left side and go to the right to reach the first square area. Wait for a specter to approach you then hop on it by pressing down and B while in mid-air. This will boost you a bit so execute another jump mid-air to reach the ledge to the upper left that has a Rue.

Tymeo Mountains: Now you cross the other side of the map. Enter from the upper left part of the map then

jump across the large crevace to reach the other side. There will be several skull spiders here that you can kill. Enter the cavern and grab the treasure inside. Head to the next area where a continuous stream of rolling boulders will come tumbling down from the hill. Fortunately, you can use the tree branches as footholds. Be careful of the crows since they can throw you off track if they hit you. In the next area, you can head down two screens and destroy the rock knights. Enter the room to the left and get the item. There is another opening here that you need to revisit later on. Exit the room and continue down. There will be Yeti here but it will flee even if you try to attack it from a distance. Just ignore it for now then continue down to the lowest floor.

Enter the hallway to the right. Defeat the Nightmares running about and continue to the upper floor in the far right. Take the path to the left and use magnes to boost Shanoa up to the platform. The glyph there is creating massive winds the will force you leftward. Immediately activate Magnes to secure Shanoa's position then slowly "slingshot" her to the right. You need to apply the right "pressure" so she gets thrown to the right without falling off. You may take several tries until you get the right timing to release Magnes while "pulling" Shanoa to the left. As soon as you release Shanoa, press UP so she'll immediately attempt to absorb the glyph. If done right, you should be able to absorb the glyph, milliseconds away from falling off. This is really frustrating and time-consuming so don't look for an easier way to do this. You may search the internet for videos or other tips regarding this topic.

After getting (or ignoring) the Pneuma, jump down to the floor and continue to the right. Right before the vertical passage, two fire demons will appear. You can wait for them to summon a glyph. Absorb that glyph and kill the demons. Head to the right to reach the vertical passage. Grab the two chests there, then continue to the next vertical passageway to the left. Halfway is a savepoint so save your game, the continue up. Go to the left and continue downhill. Enter the cavern and grab the two chests in the middle. Continue following the path to the right and continue up until you reach an empty space. Attack/ dash on that space and a hidden blue chest will appear. Grab the Emperor Ring there and continue to the next screen to the left. Once there, enter the cavern again to find a chest containing a Heart Max Up. Return to the chasm to the right. Cross the other side to the right to find a villager by the exit.

You can now return to the village and talk to Marcel and accept his quest. See the Quests section of this guide to view more details about these.

Monastery: Return to the Monastery and make your way to the first save point in the middle right. Use Magnes to climb the vertical corridor then enter the door to the left. You should be able to reach the chest on the platform near the entrance. Continue to the lower left. If you have Luminatio and Umbra, equip those two and perform a devastating glyph union. This should instantly clear all blocks and will give you more than enough time to completely absorb *Cubus*. While here, you can also complete George's quest "The Killing Scream". In the same room where you obtained the Fool's Ring, there is a Banshee that will appear in the lower part of the area. Wait for it to scream (you should see shockwaves emanating from the hag) then open your menu and use the Phonograph. A successful recording will give you an onscreen message that the quest has been completed. Return to George for your reward.

Once done, your next destination is Somnus Reef.

Somnus Reef

Enemies:

017 Needles
019 Fishhead
027 Sea Demon
044 Saint Elmo
045 Lorelai
046 Edimmu
047 Decarabia
048 Merman
112 Rusalka

Continue to the right to the second section. There is a teleporter room to the upper right so visit it to unlock it in your map. Swim down the vertical shaft in the lower right. Swim down to the bottom left to find a 2000G bag. Be careful though since a sea demon will appear as you get near the cash. Continue to the right, grab the treasure in the middle of the next area, then go down the shaft to the lower right.

In this section, grab the treasure chest to the upper right, then slowly drop down and defeat the enemies. There is a statue to the lower right that will release the *Vol Arcus* glyph once destroyed. To the left is a red chest with MP Max up, surrounded by fishheads. Continue to the left. In the next vertical shaft, swim up and enter the next area to the upper left. This area has large starfishes that can poison you if you ever touch them. Use Ignis to clear them out and grab the treasures inside. Destroy the wall to the upper left to reveal a hidden room with a trapped villager inside. Return to the vertical shaft then take the lower left exit this time. Drop again to the next vertical shaft then enter the teleporter room to the upper left of the next section. Grab the two chests on the ocean floor, then continue to the right until you reach the savepoint. Prepare for a boss battle.

Boss: 112 Rusalka	HP: 2800	EXP: 2000

while keeping her at bay with ranged attacks. Soon, she'll make some rock pillars fall from the ceiling but this proves to be helpful, especially as a cover from her Maelstrom attack. These pillars are destructible but the boss will regularly replace them. Arcus is great choice here but if you want to deal most damage, perform glyph unions using Vol Arcus.

After the battle, save the game if you want then continue to the right. Go past two screens then grab the treasures in the next area. There is also an HP Max Up in the room to the upper right. Swim up the vertical shaft, grab the chest and kill the two decarabias along the way. Follow the path to the left, grab the treasure again then swim up to reach the outer sea. Enter the room to the upper left to find another villager. Free him then continue to the right. Break the statue to the right to obtain the *Vol Ascia*. Continue to the upper right and exit this dungeon.

Giant's Dwelling

Enemies:

002 Zombie 053 Automaton ZX26

003 Skeleton 054 Skeleton Beast

039 Skeleton Frisky

049 Ladycat 113 Goliath

050 Ectoplasm

051 Curse Diva

052 Miss Murder

This area is pretty small. Of all the enemies here, you must not get hit by Ectoplasms and Curse Divas. These can instantly curse you, leaving your MP to zero until the effect wear off. Just carry a good supply of Uncurse Potions just in case. Ectoplasms drop uncurse potions themselves so it is worth killing them along the way. Head right to the next room where a lady cat is found. Destroy the blocks near the entrance for the Temperance Ring to drop. Head to the next room. Miss Murders carry the Vol Falcis glyph which they sometimes drop when killed. Head to the upper right to find a trapped villager named Daniela. Free her then jump down and head to the lower right corner. Continue to the right and before you enter the building in the next section, jump over the balcony and dash to reveal a hidden blue chest. Obtain some Black Drops from it. Continue taking the lower right paths first until you reach a statue containing the Vol Secare in the far right end of the mansion. Go back two screens and take the path to the upper left. Save your game on the next room and prepare for a boss battle.

Boss: 113 Goliath	HP: 4200	EXP: 2500

This boss has a lot of HP but is has really long intervals between attacks. However, its attacks are quite damaging so you'll need to be careful when facing it. The most damaging so far is the jumping stomp that releases a shockwave upon impact. To avoid this, you'll need to run/slide beneath the boss while it is in mid-air after jumping. You can see that it is preparing for this attack once it crouches, similar to charging. Vol Ascia does well in dealing powerful, mid-range damage to the boss.

After defeating it, go to the right to find Albus. Absorb the Dominus Anger that he gives you, then exit the area.

Tristis Pass

Enemies:

001 Bat	061 Owl
043 White Dragon	063 Altair
050 Ectoplasm	078 Mimic
055 Balloon	108 GiantSkeleton
056 Arachne	
057 Lizardman	
058 Armored Beast	
060 Thunder Demon	

Go to the left and enter the cavern to reach the chest. Head to the upper left corner and enter the room across to discover the teleporter room. Drop down and kill the Lizardman for it to drop the *Vol Scutum*. You can do it again and again until it drops it. Continue down and use the savepoint to the right if you want. Continue down to the bottom floor. Defeat the giant skeleton then carefully move to the left. The chest there is a mimic; it will attack you once you examine it. Unfortunately, you can't attack it while it is on its "chest" form. The good way to defeat it is by luring it to the edge of either entrances of this section, and attack it. Further left is another giant skeleton so defeat them or just escape to the left.

You can't get past the frozen falls so use the platforms to reach the topmost level and jump to the left to find another glyph. Use Magnes to slingshot Shanoa to the upper left then immediately press up to absorb the glyph. This is a lot easier than obtain Pneuma. After getting the glyph, the water will start flowing again. Slowly let yourself fall, then double jump so that Shanoa lands on one of the ledges containing a red chest. Repeat the process for the next ledge then destroy the wall to the left after getting the Amnita. Enter the room containing the last trapped villager. Upon collecting them, press down while in the middle of the waterfall to get the Lover's Ring. Continue to the next area.

Use magnes to boost using the orbs. Two bats will serve as obstacles here so make sure to let them pass by you before swinging Shanoa to the next orb. After climbing up, go to the higher ground to take out the armored beast without the risk of getting damaged. After defeating it, go to the left and take out the white dragon. Get the HP Max Up then go to the right and up through the vertical passage. Defeat the ectoplasms here then continue to the left. There will be more lizardmen and alistairs so ascend carefully. Halfway is a savepoint that you can use. Continue upwards then enter the teleporter room to the top right. Continue to the left, enter the cavern to get the two chests inside. Take the hill and take out the enemies along the way. The owl here occasionally drops the *Fidelis Noctua* glyph. Continue uphill to find a statue containing *Vol Hasta*. Then jump down the platforms to reach 3 more chests.

Continue to the next area, enter the cavern again to get 3 more chests. You can get the Fulgur glyph from the thunder demons here. Continue to the last area and enter the cavern Defeat the lizardmen inside then destroy the statue to obtain *Inire Pecuna*. Continue to the left of the cavern to get a chest and up to reach a red chest. Exit the cavern then hop on the branches on the rightmost side of the area to reach a red chest containing a body suit. Exit the area by heading to the left.

Return to the village to restock or do some sidequests from the villagers you've saved. Once prepared, head out to Oblivion Ridge.

Oblivion Ridge

Enemies:

- 054 Skeleton Beast
- 057 Lizardman
- 058 Armored Beast
- 062 Werewolf
- 063 Altair
- 068 Stone Rose
- 072 Flea Man
- 114 Gravedorcus

Be careful of the Altairs here since they occasionally drop annoying Flea Men. Continue to the next screen to the left then save your game in the lower right. Exit the savepoint, then jump on the nearby ledge. Wait for an Altair to appear, hop over it (down + B) and double jump again to reach the high ledge. Break to the statue and absorb *Sapiens Fio*. Save the game again if you want then continue to the lower left for a boss fight.

Boss: 114 Gravedorcus	HP: 3600	EXP: 3000

This boss can't be hit while underground; unfortunately, it stays there most of the time, for the duration of the fight. The boss will summon a stone block and will appear underneath it. You can use this chance to attack it but be careful of the damaging debris once it destroys the block it created. It will also release some spikes on the ground which you can destroy, and will rush towards you and leap. However, it will usually bump itself on the wall, giving you a few seconds to attack. Sapiens Fio is a great support glyph here while using Vol Grando can exploit the boss' weakness the ice. Continue attacking it when you have the chance and you should be able to win this battle in a few minutes.

Go to the left, defeat the enemies and double jump to reach the ledge to the upper right that has a Chamomile. Head to the far left then destroy the wall to obtain a hidden diamond. Continue to the upper left, defeat some enemies along the way then enter the church for a confrontation with Albus. Once in control, head to the far left and attack the wall to obtain the Hermit Ring.

Head back to Ecclesia and talk to Barlowe. Prepare to head out then enter the next area when ready.

Argila Swamp

Enemies:

- 010 Une
- 064 Mandragora
- 065 Jersey Devil
- 066 Owl Knight
- 067 Chosen Une
- 068 Stone Rose

Castlevania
Order of Ecclesia

You can find Jersey Devils here that you can snap a photo with. (Refer to the sidequests section for more details on how to do this) This is a straight walk with only one random chest to loot. Be careful of the poisonous Unes. The Owl Knights in the far section drop silver ores, which is needed to complete Eugen's second quest and will give you access to more powerful equipment.

Mystery Manor

Enemies:

069 Mad Butcher

070 White Fomor

071 Evil Force

072 Flea Man

078 Mimic

115 Albus

Enter the first room to the left. A white fomor (flying goat) will approach you. Wait for it to summon a ball of light then press up to absorb Vol Luminatio. Defeat them then continue to the left. The chest in the middle of the next room is actually a mimic so try to avoid it if you want. Enter the room to the upper right to find a 2000G bag with some flea men. Exit then jump across the hallway to the upper left.

Upon exit, jump down to the lower right to find a red chest in the far right of the hallway containing a gold ore. Exit the hallway and enter the room to the upper left to get another 2000G bag. There is also a cat in the middle platform, near the ceiling. Drop down to the lower floors and save your game to the right. Don't enter the boss chamber yet but go to the left instead.

The following room is in pitch black darkness. Start off by sliding twice, until Shanoa can't go any further. Then, wait for the fast horizontal spike to pass and jump to the left then duck immediately. Slide again until you can't go any further. Wait for the two horizontal spikes to move to the right and the vertical spike up. That's your only window to jump. Like the other unseen block, you'll need to jump across to the left.

Next, you'll need to slide under the two vertical spikes, until you feel blocked by another unseen barricade. Wait for the vertical spike to go up, then proceed to the left; you can wait in the middle of the two spikes without getting hit, then proceed to the left with caution. Slide off the platform until you reach the floor again, then slide under two more vertical spikes until you can't proceed any longer. Time your jump to the left then quickly duck to avoid getting hit by the fast moving horizontal spike. Now, see that slow moving vertical spike? The next block is higher than before; (the glyph should be immediately visible to you at the moment) wait for the two horizontal spikes to go to the right while the slow moving vertical spike goes down. Double jump to the left. You can now absorb the *Vol Umbra* at this distance so do so and the whole place will be illuminated – however, the spikes will still be active. Carefully make your way to the right and save your game. Head to the right to face Albus.

Boss: 115 Albus	HP: 4000	EXP: 0

Albus' attack patterns are pretty simple. He shoots his gun while standing or crouching, he has a flaming kick that has a long range, and finally he'll throw several Torpors that will damage Shanoa and render her vulnerable for a few seconds. Albus will also charge his shot in the form of a summoned glyph; to counter this, you'll need to absorb the glyph as he is casting it. You can avoid most of his attacks by double jumping. Vol Umbra and Vol Luminatio are a perfect tandem here, as well as their powerful glyph union. Just keep medium distance away from Albus as you release your balls of light and darkness. Albus is an agile fighter which will make doding his attacks a bit difficult. However, just attack, double jump when he makes his stance and repeat. Simple, but effective.

Watch the following scenes. If you haven't saved all the villagers, your journey will be cut short and you'll only see the alternate ending. To get the true ending, more scenes shall take place, after rescuing all villagers. After the scenes, head back to Ecclesia to confront Barlowe.

Ecclesia

Boss: 116 Barlowe	HP: 4000	EXP: 0

After a few more scenes, you'll be in a fight against Barlowe. He'll be staying airborne for the whole battle so Vol Ascia will do wonders here. Barlowe has elemental attacks that can be dodged easily and another fast an almost unavoidable energy globe attack. However, before he can cast it, he'll need to summon the glyph which you can absorb. Or, you can head to the far left side of the room and double jump before the fast sphere connects. Just keep on attacking him and dodge/jump/slide like crazy to avoid his fireballs.

After the battle, watch the following scenes. Dracula's Castle will be available in the world map so prepare for battle or complete some sidequests if you want.

Dracula's Castle

Enemies:

072 Flea Man

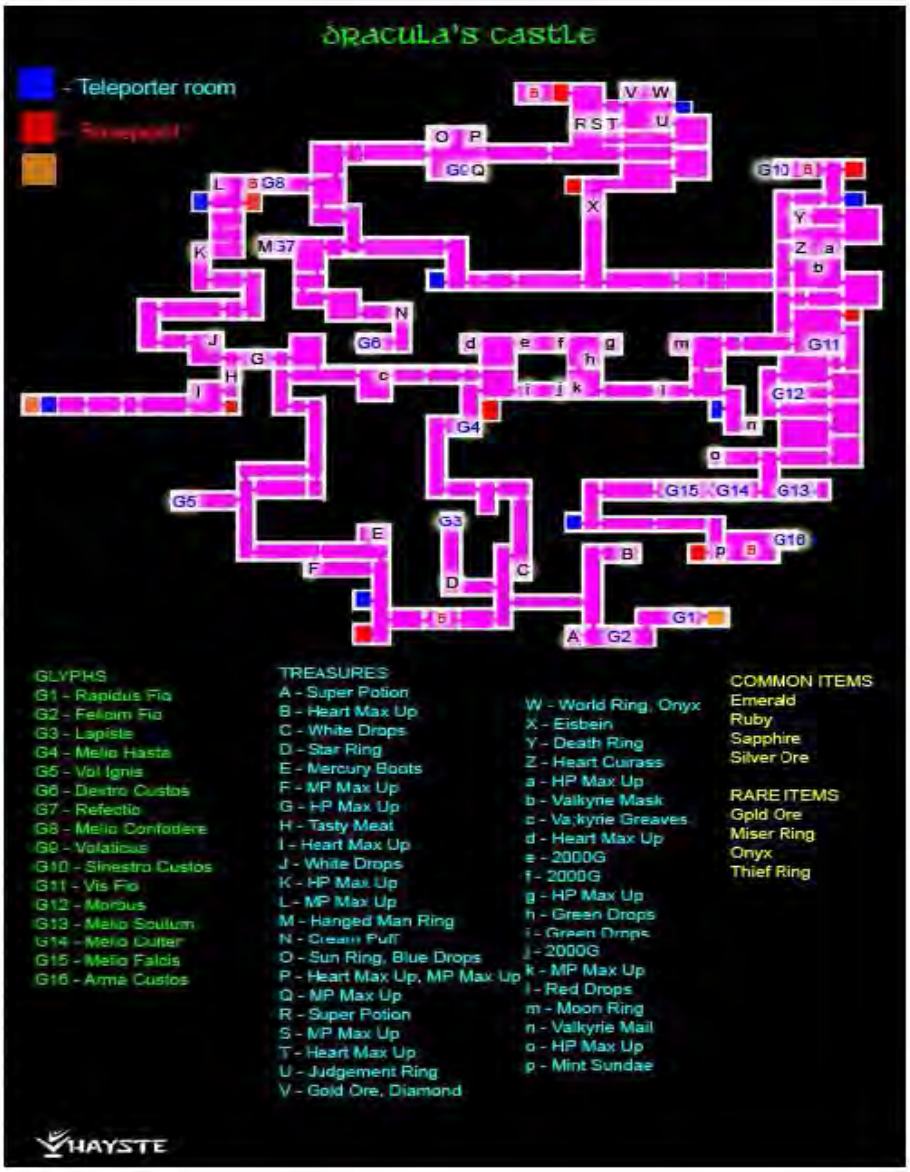
073 Ghoul

074 Peeping Eye

075 Gargoyle

076 Blood Skeleton

077 Black Panther



Big D's castle is divided to different areas so don't expect a walk in the park here. You may refer to the map provided in this walkthrough if you want to navigate the castle on your own.

Castle Entrance – Nightmare Gate

Go to the right to find a teleporter. Continue to the right, past a few hallways until you reach the castle interior. Just ignore the red skeletons since they are somewhat "immortal". Gargoyles disguise themselves as inanimate statues that will spring back to life whenever you get near. The black panthers drop a glyph called Arma Felix, which transforms Shanoa to a black panther.

Another benefit of this transformation is that enemy black panthers won't be hostile towards you and will assist you in battle while in this form. They will attack you once you revert back to human form. Grab the chest in the upper left ledge and save your game to the lower right. Continue to the upper right. Jump your way up, past the annoying red skeletons. You have no way of passing through the wall in the room to the right so go left instead. Make your way to the left, then make your way up the vertical corridor again. Continue to the right to reach the library.

Library – Bloody Tomes

Enemies:
069 Mad Butcher
070 White Fomor
073 Ghoul
074 Peeping Eye,
076 Blood Skeleton
077 Black Panther
079 Draculina
080 Tin Man
117 Wallman

Go up then left then up again. Grab the red chest (HP Max Up) then continue to the right. Defeat the two panthers then jump up using the wooden footholds. Make your way up three levels till you reach the large library. There is a teleporter to the left and a savepoint to the right. Go to the upper left to find an almost hidden red chest containing MP Max Up. Head to the right for a boss battle.

Boss: 117 Wallman	HP: 9999	EXP: 3500

This boss has only one attack: he throws three bombs that explodes vertically and horizontally – bomberman-style. When he does this, he'll leave a glyph which you should absorb. The patterns of the exploding bombs are random but once you anticipate the direction of the flames of the bombs, then getting into an optimal position to avoid damage and absorbing the glyph should be easy. The battle ends immediately once you absorb the glyph.

Equip Paries and activate it. Pass through the wall and break the statue to gain *Melio Confodere*. Head to the right twice till you reach the large room. There will be an opening in the upper right but you can't reach it yet. Go down through the floor in the lower left.

Continue to the left first to reach the kitchen. Destroy the wall to the upper left and break the statue to get the *Refectio* glyph and the Hanged Man Ring besidee it. Return to the previous room and drop down to the dining hall with two tin mans on it. You can avoid getting damaged by standing on the ledges and attacking them. Continue down, then right twice to reach the vertical corridor with a mad butcher. Attack the space to the upper right to find a Cream Puff. Continue down and go to the left to find the first of the 3-glyph "Custos" glyph. Absorb *Dextro Custos*.

Make your way out of this area, back to the large kitchen where you got the Hanged Man Ring and Refectio then continue to the right, past the long hallway until you reach the next vertical corridor. Jump down and use the teleporter to the lower left and return to the castle entrance. Continue to the right again and up the vertical passage with blood skeletons. Go to the right, use paries to pass the wall and get the HP Max Up from the chest. Continue to the next area, grab the treasure to the upper right, then go down to the lower right.

Fight your way through the ghoul infested hallway then continue to the right first. The chest in this hallway is actually a mimic so don't bother checking it out. Continue to the next room, open the red chest (Valkyrie Greaves) on the next room. Continue to the room to the right and you'll find another chest. Don't go further to the right since it just leads to a dead end; head back to the long hallway and jump down the vertical corridor to the left then enter the door to the right to reach the next area.

Underground Labyrinth – Flirting with Shadows

Enemies:
072 Flea man, 081 Polkir, 082 Nova Skeleton, 083 Gashida, 085 Gurhka Master, 086 Red Smasher
118 Blackmore

Jump down the vertical passage and drop down to the lower floor. Grab the chest and fight your way to the left. Go up to unlock the passage with two gashidas in the map, then drop down the vertical corridor. Take the path to the middle left and carefully go through the fire traps. Absorb the *Vol Ignis* at the end of the corridor. Continue down then go to the long hallway to the right. You can take either of the paths to the right or the one going down. If you go down, you'll find a chest with MP Max Up. If you head to the right, then you should find some footholds going up, which leads to Mercury Boots. Get both, then use the vertical passage to go down. The first room to the left leads to a teleporter room while the one on the bottom left is a savepoint. Save your game and head to the right for a boss fight.

Boss: 116 Blackmore	HP: 5000	EXP: 4300

This boss melee attacks can be hard to avoid. It will throw some damaging black orbs, which is usually followed by a down slash and a powerful black beam. Once you dealt damage to it, it may attack regularly with fast, claw lunges. Due to the boss' size, you won't be able to dodge that much. Use healing items as needed since this fight can be really tough. The boss is weak against fire and light, the Nitesco glyph can be pretty useful here. (Absorb them from the green skeletons). There isn't any trick in effectively defeating the boss; you'll need to rely on your reflexes for this battle.

After the battle, go to the right, then up the vertical hallway. Take the first path to the right to reach the vertical passage. Go up then enter the room to the top right. The Red Smasher there may drop the *Vol Culter* glyph so keep fighting and defeating it if you want. Grab the Heart Max Up from the chest. Return to the vertical passage and continue to the bottom floor. Slide until the floor give way, revealing the lower level.

Grab the Super Potion to the left, then attack the wall to the right. Use Paries to enter the wall, then exit to the first room. Destroy the statue to obtain the *Felicem Fio* glyph. Attack the wall to the upper right and user Paries again to navigate to the other room. Use the footholds to reach the upper hallway. Continue to the right and absorb the *Rapidus Fio* by the exit. Exiting here will unlock the Training Hall and Large Cavern in the world map. Since you're already out, you may want to use this chance to backtrack some of the previous dungeons where you should use Paries to access secret treasures and glyphs.

Misty Forest Road: Enter from the left then go through the wall to the lower right, in the first large room. Destroy the statue to obtain *Melio Arcus*. Continue to the right, defeat the Lizardman Blades and grab the Hierophant Ring from the red chest. Destroy the wall to the right to reveal a White Drops. Grab it and exit the dungeon.

Tymeo Mountains: Enter from the top right then go to the vertical passage in the middle. Go to the second screen down and enter the room to the left. Enter the wall and continue to the left to find a room with a red chest containing a Devil Ring. Enter the wall again and go up to find a chest with Moonwalkers. You may return to the castle again.

Return to the castle and take the left entrance. Use the teleporter to lower middle teleporter since it is closest to where you started. Make your way to the right, past three screens until you reach the vertical passage. Continue up and enter the middle in the middle left this time. Continue past the hallway, to find a room with falling stone boulders. Go to the left and slide to reveal a secret blue chest containing a Star Ring, then use Paries to enter the wall. Go up, exit the wall then jump on the open space and wait for the boulder to pass. Jump down and enter the wall to the right. Continue up, repeat the process and use the openings on the ceiling and the floor to hide from the boulders. You'll find the source of the boulders at the top, from a glyph known as *Lapiste*. Absorb it and go back down.

Return to the vertical hallway then continue up and exit to the top right. Go to the bottom floor and attack the wall to the left to obtain White Drops. Continue up to the next screen. A Hammer Shaker will be awaiting here; defeat it until you get the *Melio Macir* glyph. Continue to the next room. Don't push the stone block yet; go down, push the block to raise the water level. Jump back up and push the stone block to increase the water level some more. Jump on the ledge and continue to the left. Go up the vertical passage then continue to the top right to reach a new area.

Barracks – Distant Memory

Enemies:

080 Tin Man, 082 Nova Skeleton, 084 Devil, 085 Gurhka Master, 086 Red Smasher, 088 Blade Master, 091 Hammer Shaker, 093 Imp, 094 Bugbear

Destroy the statue to the right to obtain *Melio Hasta*. Enter the room in the middle right to save your game. Continue up in the vertical passage, exit to the top right. This room has several nova skeletons and tin men. Exit to the lower right to find a courtyard with a blade master and a chest with 2000G gold bag in the far right. Jump on the ledge just above the entrance and slide to reveal a hidden blue chest containing Blue Drops. Return to the previous room.

Exit to the upper left and continue to the left to reach the Library. Hit the switch to remove the barricade then return to the large room in the Barracks. Continue up to the upper floor, then enter the room to the upper left to find a Heart Max Up. Exit to the upper right of the room. Immediately jump on the ledge near the entrance to get the 2000G bag. Defeat the enemies and continue to the left to find another 2000G on the ledge. Enter the next room.

Proceed to the upper right corner of the room and destroy the wall to access a room with a red chest. Get the HP Max Up from it. Return to the previous room and attack the edge of the ledge in the middle of the room to obtain Green Drops. Go down to the lower floor, fight your way to the bottom floor and grab the MP Max Up on the lower left corner of the room. Continue to the right, grab the treasure on the middle platform and continue to the next screen. Jump on the ledge in the next screen, slide to reveal a blue chest containing Red Drops. Continue to the right.

In this next room, head to the lower right exit to reach another vertical corridor. Enter the room in the middle left to unlock the teleporter room. Enter the room to the lower right to obtain the Valkyrie Mail from the chest. Return back to the previous large room and continue up. Destroy the wall in the upper left corner to find Moon Ring inside the red chest. Exit to the upper right to reach a new area.

Mechanical Tower – Styx Passage

Enemies:

085 Gurhka Master, 090 Lizardman Blade, 91 Hammer Shaker, 092 Rebuild, 093 Imp, 094 Bugbear, 096 Automaton ZX27, 097 Medusa Head, 098 Gorgon Head, 120 Death

Continue to the right, defeat the enemies if you like, to the large room. Continue to the right to find a statue containing *Vis Fio*. Use the save point in the top right of this room, then exit to the upper left. The next vertical corridor has some moving magnetic orbs. Use Magnes to carefully boost Shanoa to the three orbs. Remember not to "pull" her too hard or she'll get pierced by the spikes below. Once done, continue to the second screen to the right.

Defeating the automaton here will give you a chance to absorb the Arma Machina if it drops it. Continue to the right, and follow the path around, leading to a large room with magnetic orbs and spikes. Start by jumping on the platform to the right. Jump to the top platform, destroy the clock and jump to that ledge. Walk off the ledge, press jump for Shanoa to do a mid-air jump then activate Magnes. Aim to the upper left (11 oclock) for Shanoa to reach a red chest containing a Valkyrie Mask. There will be annoying flying heads here so be very careful not to get nudged by them and fall to the waiting spikes below. From the platform with the chest, jump down to where the chain leads, continue to the left and use two more orbs to reach the exit leading to the next room.

You should find yourself in another vertical passage. Ignore the exit to the lower left since you can't proceed that far using that route yet. Continue to the top right. Use magnes to boost yourself to the right, then attack the wall in the lower right corner to get an HP Max Up. Continue to the second level of this room, wait for the magnetic

orb to appear then grab it. Wait for it to move to the left, then boost Shanoa to the left to reach a red chest. Grab unto the magnetic orb again and time your release so Shanoa can reach the upper level. Continue to the right, walk around to the upper left exit and clear the next room of bugbears. Attack the lower left wall to reveal a hidden room containing a Death Ring. Backtrack to the room with spikes and go left this time.

This vertical passage has the same spike-magnetic orb obstacle course. This time, the magnetic orb is fastened to a rotating gear. Wait till you get a clear shot 2 oclock then release. Remember that you can still do a mid-air jump to save yourself from falling. Do the same thing to the last orb to the upper left. Continue to the right. There is a giant Rebuild monster here; pretty resilient and tough so evade or fight it at your own volition. Continue to the rightmost room to reveal a teleporter. Make your way to the upper right corner of the room, heal yourself and use the save point. Enter the room to the top left to face the boss.

Boss: Death	HP: 4444	EXP: 4444

Note: If you are using a flashcart when playing this game and has some cheats on, the game will freeze when facing Death. Disable the cheats and win this battle on your own. After the battle with Death, you can now turn the cheats back on.

This battle is pretty hard but it can be made easier by having Rapidus Fio equipped. This amazing support glyph not only drastically increase your movement speed, but it also creates a barrier up front when running. This is invaluable in taking out the random sickles that appear in the battlefield while facing the boss.

Death is weak against light so your best bet is Vol Luminatio. Pairing it with Umbra will allow you to perform a devastating special attack though you may need to switch to two luminatios halfway in the battle. You need to keep moving here, especially when Death moves to your position. Most of his attacks can be easily avoided with Rapidus Fio equipped. The only problem is when he summons a rotating disc of spirits that expands in the area. You must time your movement in order to cross the gap between the spirits. Just move side to side while firing homing Vol Luminatios. Remember to heal yourself as often as needed and you should be able to pull through.

After the battle, continue to the left and absorb the second head of the Cerberus glyph set; *Sinestro Custos*. Make your way back to the vertical passage that connects to the other area and take the lower left exit. Fight your way through the hallway with two automatons and continue to the left to reach the next area.

Forsaken Cloister – Gazing Towards Heaven

Enemies:

082 Nova Skeleton, 087 Cave Troll, 088 Blade Master, 094 Bugbear

Fight your way through the next corridors until you reach a blocked path. Step on the switch to open it, then continue to the left until you reach the Library area. Continue to the left to use the teleporter (we took this path to register all locations in this map) and teleport to the Mechanical Tower (upper right map). Make your way to the save point in the middle right of the map. This room should be a large one with fallen pillars with some Lizardmen and Imps. Take the middle right entrance, just beneath the savepoint.

Mechanical Tower – Styx Passage (2)

Continue down the vertical corridor, then to the left. Avoid the spikes; once on the bottom floor of the room, don't take the lower left exit yet; carefully boost yourself over several magnetic orbs until you reach the lower right exit. Continue following the path until you reach an empty room with two machines. Equip your lightning glyph (Fulgur) and strike both boxes to open the gate in the middle. Absorb the *Morbus* glyph. Make your way back to the room with spikes and take the lower left exit.

Continue down the vertical passage, grab the treasure on the platform near the bottom floor, then continue to the

right. The path is pretty much straightforward and there are no secret items to note so continue following the path until you reach the Arms Depot.

Arms Depot – Cry in the Night

Enemies:
085 Gurkha Master, 086 Red Smasher, 091 Hammer Shaker, 092 Rebuild, 094 Bugbear, 095 Spectral Sword, 099 Mad Snatcher, 100 Great Knight, 101 King Skeleton 119 Eligor

Continue to the left, past a hallway to reach a room with HP Max Up. Return to the vertical corridor and go to the bottom floor. Take the path to the right and destroy the statue to obtain *Melio Scutum*. Defeat the Spectral Sword as it may drop the *Melio Secare* glyph. Return to the vertical corridor, go left then defeat all enemies. Destroy the statue there to obtain the *Melio Cutter* glyph. Continue to the left until you get to face the Great Knight. Defeat it since it may drop the *Melio Ascia* glyph. Destroy the statue to obtain *Melio Falcis*. Continue to the left, down the vertical corridor, then to the lower left to unlock the teleporter room. Continue to the lower right this time.

Continue to the right and fight your way through a Great Knight, King Skeleton and a couple of Spectral Swords until you reach another vertical passage. Drop to the bottom and attack the only platform there to ontain a Mint Sundae. Save to the left and enter the room for a boss fight.

Boss: Eligor	HP: 3000	EXP: 4300

Climb at the back of this giant, mechanical centaur to start the battle. You'll need to hit the red crystals on the boss' knees as you start the battle. Aside from its sword attacks, it will occasionally "kneel" and fire some bolts from its mounted crossbow. You can deflect them using your own attacks or just avoid them. You must get near the knees and attack it; only move away when its sword is pointed downward. Avoid getting in contact with the knees or you'll get damaged.

Once the crystals are shattered, you may shatter them again a few more times until the boss staggers. Get out of the way as the boss almost keels over. The boss will then stand on its hind legs so quickly run in the middle of its four legs and switch to Melio Ascia. Keep attacking and move along as the boss moves. Keep attacking the crystals on its knees. Make sure to take out both crossbows to avoid problems later on. Once you destroyed both crossbows, wait for the boss to jump then run under its hooves. Quickly activating Rapidus Fio here will ensure your fast escape. By the way, while waiting for the boss to jump, it may kick you with one of its front hooves. Avoid this by crouching.

Once you reached the rear of the boss, you'll need to concentrate on its tail. It will track you and will attempt to pierce you with it. To avoid it, wait for it to stop tracking you then quickly move out of the way. Continue attacking the crystal shatters. Once it does, move away and use the tail as the ramp (don't step on the blade) and ride the boss on its back. Keep attacking its eye and be careful not to slide too far to the right or you'll get damaged. It will then start attacking you without warning so expect to get damaged a lot unless your reflexes are good and if you're lucky. Worst comes to worst, you'll be thrown back to the ground and you'll have the repeat the process of shattering the knee orbs, waiting for the boss to jump and quickly get to the rear and use the tail as ramp. Just keep on attacking whenever you have the chance to ride on its back. If you have a lot of healing items with you, then it may be just fair to endure the damage and keep attacking instead. Repeat the process and the boss will eventually yield.

After the battle, climb on its back and absorb the last cerberus glyph, Arma Custos. Return to the teleporter room and transport to the Library. Continue to the right until you reach the Cerberus statue. Equip all three Custos glyphs and use them to unlock the overhead passage. Continue up and use the savepoint on the top left. Enter the top right door to reach the last area of the castle.

Final Approach – Dust to Dust

Enemies:

084 Devil, 088 Blade Master, 089 Lilith, 090 Lizardman Blade, 093 Imp, 094 Bugbear, 095 Spectral Sword, 096 Automaton ZX27, 102 Winged Skeleton, 103 Final Knight, 121 Dracula

Fight your way through the straightforward path until you reach a small room with Dracula's portrait and a blade master. Continue going to the left this time until you reach a large room with a chest and a glyph called *Volaticus*. Kill the winged skeletons here since they occasionally drop *Fidelis Alate* glyphs. Fly up to reach the rooftop with four chests and four bugbears. Clear the enemies and grab all the loot. If you take the path to the left, it will lead you back to the library. You can do this to complete the map data then backtrack past the long hallway with two final knights to reach the large room full of trolls. Continue to the top right, past the room with the portrait of Death, and another large room with Liliths, Devils and Bugbears. Once you've reached another large room with a gray background, jump off the small leage near the entrance and attack the wall to get the Judgement Ring. Continue to the lower left to get the Heart Max Up. Return to the previous room and make your way to the top right to reveal the teleporter room. Use Volaticus to fly to the opening in the middle and loot the four chests inside. Enter the path to the top left corner and drop off to the large room. Use Paries to reach the last two chests to the bottom left and right, then use Volaticus to fly to the top left. Save your game, then prepare to face the ultimate evil.

Boss: Dracula	HP: 9000	EXP: 0

It should be obvious that big D is weak against light and resists dark but don't use Vol Lumanatio since it won't have any effect on him. He'll keep on teleporting, around the battlefield, releasing fireballs, burning energy spheres and energy ray that rains down. The first attack can be deflected by attacking them, the second attack will require you to dodge them while the third one is avoidable by standing between the energy rain's gaps. Don't attempt to use Volaticus here to cheaply evade the projectiles since Dracula has a countermeasure against it. You can try it if you want to see for yourself. Melio Ascia will be your best bet here. As for the support glyph, you use Refectio. Summoning glyphs won't do any good here since your summons won't even attack Dracula.

Once you dealt enough damage, he'll stop teleporting and will be more aggressive. Don't stand too close your he'll "jack knife" you. His energy ray is more powerful now and is capable of targeting you so get ready to run around with the help of Rapidus Fio or backdash like crazy. He'll also release a wave of bats which you should evade by moving underneath the crest of the wave. Finally, his most annoying attack is when he disappears and teleports behind you, grabbing Shanoa and draining some HP from her. You can easily dodge this by immediately moving away from your current position and getting as far away as possible. He'll also occasionally summon wolves which you can deflect by continuous attacks.

His attack patterns will continue, as long as you know what to do to avoid getting mauled by his attacks, you should do fine in your offensive as well. After the second phase of the battle, watch more scenes. Dracula will power up for his ultimate attack so equip Dominus and unleash its glyph union. This will banish Dracula for good(?)

Watch the ending scenes and the credits will roll.

Congratulations for finishing the game!

By finishing the game, you have unlocked the following:

- Hard Mode
- Albus Mode
- Sound Mode
- Boss Rush Mode

SIDEQUESTS

Eugen
1. Poor Preparation is Costly > (3) Iron Ores > 2400G, new equipment for sale
2. What the Blacksmith Does Best > (3) Silver Ores > 3600G, new equipment for sale
3. Work of the Finest Quality > (3) Gold Ores > 7200G, new equipment for sale

*Iron Ores > Common chests, Rock Knight
**Silver Ores > Owl Knight - Argila Swamp, Tin Man - Dracula's Castle, Hammer Shaker - Dracula's Castle, Automaton ZX27 - Dracula's Castle
***Gold Ores > Chests in Mystery Manor and Dracula's Castle,

Aeon
1. Needs More Salt > salt > Corn Soup
2. I've Never Eatern That > Raw Killer Fish > Killer Fish BBQ, Ramen Noodles
3. Can't Cook Without Ingredients > Tasty Meat > Thick Steak

*Salt > Needles, Gelso, Forneus - Kalidus Channel
**Raw Killer Fish > Killer Fish - Kalidus Channel
***Dracula's Castle, rare treasure chest in Somnus Reef

Abram
1. Running Out of Sage > Sage > Potion, Tonic
2. Medicinal Ingredients Needed > Chamomile, Rue > Anti-Venom, Uncurse Potion
3. Mandrake is the best medicine > Sage, Mandrake Root > Heart Repair, High Potion, High Tonic
4. Unusual Medicine Components > Sage x1, Merman Meat x1 > Super Potion

*Sage: Minera Prison Island, Misty Forest Road, Skeleton Cave
**Chamomile: Kalidus Channel, Oblivion Ridge
**Rue: Misty Forest Road, Tymeo Mountains, Tristis Pass, Argila Swamp
***Mandrake Root: drops from Mandragora
****Merman Meat: Lorelai - Somnus Meat

Monica
1. Making a Dress! > 5 Cotton threads > Cotton Dress, Sequined Dress available in shop
2. Silkworm Tragedy > Silk Thread x5 > Silk Dress, Empire Dress, Corest Dress in shop
3. Is That Cashmere? > Cashmere Thread x5 > Party Dress, Wedding Dress available in shop

*Cotton Threads: Random chest in - Monastery, Ruvas Forest, Minera Prison Island, Kalidus Channel.
**Silk Thread: Arachne - Tristis Pass, random chest in - Misty Forest Road, Skeleton Cave, Somnus Reef
***Cashmere Thread: White Fomor - Mystery Manor, Library (Dracula's Castle), rare treasure chest in Misty Forest Road, Skeleton Cave

Laura
1. A Lucky Stone > Lapis Lazuli > Lucky Clover available in shop
2. A Pleasant Accessory > Ruby x1, Sapphire x1, Emerald x1 > Ruby Pins, Ruby Ring, Sapphire Pins, Sapphire Ring, Emerald Pins, Emerald Ring available in shop
3. A Heartwarming Accessory > Diamond x1, Onyx x1 > Diamond Pins, Diamond Ring, Onyx Pins, Onyx Ring available in shop
4. The Job of a Lifetime > Alexandrite > Royal Crown

*Lapis Lazuli: random chest in Kalidus Channel, Misty Forest, Skeleton Cave
**Ruby: Tymeo Mountains, random chest in Dracula's Castle, rare chest in Argila Swamp, Tymeo Mountains, Tristis Pass

**Sapphire: Kalidus Channel, random chest in Dracula's Castle, rare chest in Somnus Reef
**Emerald: Kalidus Channel, random chest in Dracula's Castle, rare chest in Argila Swamp, Tristis Pass
***Diamond: Oblivion Ridge, Dracula's Castle, random chests in Training Hall, Large Cavern
***Onyx: Tristis Pass, Dracula's Castle, random chests in Training Hall, Large Cavern
****Alexandrite: rare treasure chest in Training Hall, Large Cavern

George
1. The Silent Violin > Horse Hair > Recording 2, 3 available for sale
2. The Killing Scream > Record Banshee's cry> Recording 4, 6 available for sale
3. Artists can be selfish > Black Ink, Eagle Feather > Recording 7, 8 available for sale

Receive Phonograph; talk to him again for him to give you the first quest
*Horse Hair > Nightmare > Tymeo Mountains
**Banshee's Cry: MOnastery - In the same room where you obtained the Fool's Ring, there is a Banshee that will appear in the lower part of the area. Wait for it to scream (you should see shockwaves emanating from the hag) then open your menu and use the Phonograph. A successful recording will give you an onscreen message that the quest has been completed. Return to George for your reward.
***Black Ink: acquired from Dark Octupos, Kalidus Channel
***Eagle Feather: dropped by Alistairs in Tristis Pass

Marcel
1. Case of the Vicious Blight > Picture of a Cave Troll > 6000G, Frontier Issue 1 available in shop
2. Case of the Demon Horse > Picture of the Jersey Devil > 8000G, Frontier Issue 2 available in shop
3. Case of the Hideous Snowman > Picture of the Yeti > 12000G, Frontier Issue 3 available in shop

Talk to him to receive camera.
**Getting image of Troll:* Return to Tymeo Mountains and enter from the upper right. Jump across the chasm to the left to find a hill with some jumping scarecrows. The troll is located on top of the trees in the middle of the section. Lure it to a flat portion of the hill and once it is horizontally straight ahead of Shanoa, press Start to open your menu and use the Camera. A successful snapshot of the troll should reward you with an item called Photo 1. Bring that to Marcel.

***Getting image of the Jersey Devil:* In the second screen of Argila Swamp, the Jersey Devil will fly and start breathing fire. You must jump in front of it and press start to open your menu. Select out your camera and snap an image until you get Photo 2. Remember that the target should be within the crosshair of the camera (will appear after snapping a pic) so you should adjust to the appropriate distance.

****Getting image of the Yeti:* This is a very elusive creature that will escape immidiately once it spots you. It is located in the middle of the vertical passage in the center of the map. Take either entrance from the upper left or right then head to the center. Quickly jump in front of it, open your menu and snap a pic. You can respawn it by entering the room nearby and doing it again. Remember that you can snap a pic of it even if it already turned its back and about to jump away.

Serge
1. Hide and Seek > Find serge in 15 seconds > Red Drops
2. Show Me the Owl > Summon some owls and show it to Serge > Blue Drops
3. Can't Catch Me > Find serge in 30 seconds > Green Drops

*Destroy the barrel to the upper left corner of the town.
**Equip Fidelis Noctua and summon some owls. Talk to serge to obtain your reward.
***Don't mind his confusing directions. Before starting the quest, look for Abram. The kid will be standing directly on top of him. Though you'll be moving in pitch black darkness, you can still rely on your handly map on the upper screen. To reach his location, you'll need to walk past abram, then use the ledge between the urn and Nikolai. Press up when you're in the exact spot to talk to the kid.

Anna
1. Finding Tom > Find Tom the Cat > Black Drops
2. Mice Make for Good Eats > Find a Mouse for Tom the cat > Heart Earrings
3. Tom and Jewelry > Find a Chrysoberyl > Ribbon

*Go back to Tristis pass and enter from the upper left entrance. Go past two screens. On the 3rd screen (that is fog-free), climb the trees to find the blue cat on top of a tree.
**Go to Kalidus channel, enter from the lower left entrance. Proceed to the sunken ship. The mouse is a fast runner to don't chase it; you should rather wait for it to run towards you then keep pushing (not holding) the DPAD Down button to catch it. Return to Anna.
***Rare item from treasure chests in Tymeo Mountains and Somnus Reef. After getting the gem, talk to Anna, then go to Laura to make a charm. (Obtain Cat Collar) Return to Anna to get your reward.

Irina
1. Vicious Crows > Defeat 30 crows > Mocha Eclair
2. Do you hear howling? > Defeat 10 Werewolves > Tart Tatin
3. An Unwelcome Guest > Defeat Jiang Shi > Winged Boots

*Go back to Tymeo Mountains and go to the third section, where there is a steady stream of boulders rolling down from the hill. Jump on the tree branches to find several crows. Just enter and exit the area for the crows to respawn and keep killing them until you get the prompt that the quest has been successfully completed.
**Go to Oblivion Ridge and hunt these beasts. They are numerous in the area before the church.
***You may find this monster inside the Large Cavern

Daniela
1. A Beacon of Hope > Draw the top of the lighthouse > Garbo Hat
2. Important Resting Place > Draw the Tristiss Pass Waterfall > Treasure Hat
3. Tragic Memories > Draw the church on Oblivion Ridge > Dowsing Hat

Talk to Daniela to obtain a sketchbook
*Head to the top of the lighthouse and use the sketchbook. Obtain lighthouse art
**Head to tristis pass and use the sketchbook. Obtain Waterfall Art
***Enter the church and use the sketchbook there.

CREDITS

Thanks to the following:

- Konami for offering a new Castlevania experience
- To my avid readers

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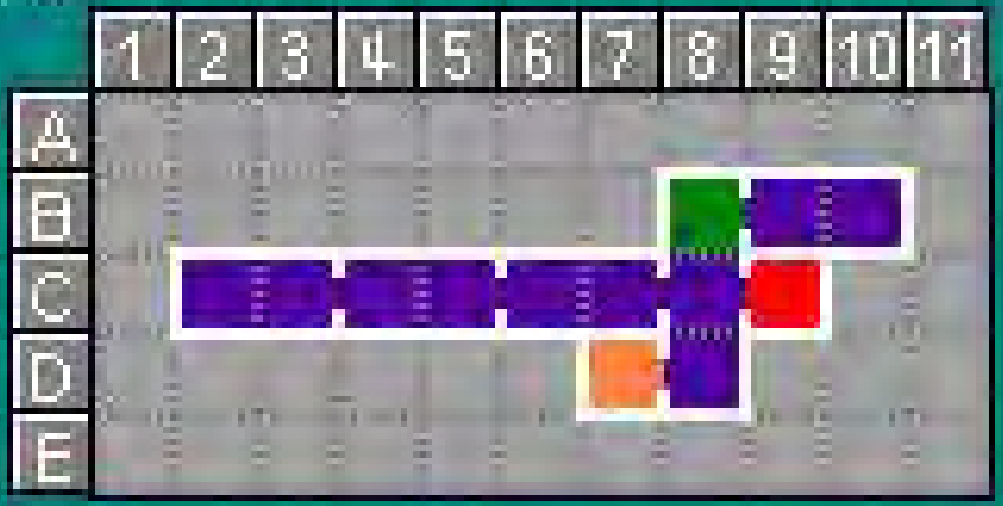

Ecclesia

TREASURE LIST

Record 1	B8
Record 5	C3
Confodere	C2

- Exit
- Save Room
- Secret Area /breakable

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v1.3

Monastery

- Save Room
- Exit
- Teleporter
- Boss
- Secret Area /breakable

NOTES

F2 - Use a wide-area Glyph Union such as Ignis+Ignis to clear away enough blocks for you to absorb the glyph, then destroy the remaining blocks and the chest with the Justice Ring will appear.

TREASURE LIST

$500	D15
HEART Max Up	E9
HP Max up	F5
MP Max up	C7
Red Drops	F15
Cotton Hat	E6
Fool Ring	E4
Justice Ring	F2
Sandals	H12
Book of Spirits	F11
Tofu	F5
Cubus	F2
Culter	F8
Magnes	H6

CHESTS: C11 C17 E12 F15 K10

COMMON	RARE
Anti-Venom	Darjeeling Tea
Cotton Thread	Heart Repair
Magical Ticket	High Tonic
Meat	Lapis Lazuli

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Ruvas Forest

- Exit

TREASURE LIST	
	Macir B6

CHESTS	B14 B15	
COMMON		RARE
	Anti-Venom	Darjeeling Tea
	Cotton Thread	Heart Repair
	Magical Ticket	High Tonic
	Meat	Lapis Lazuli

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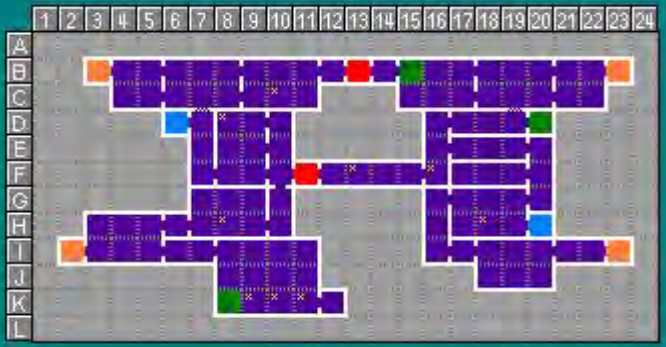
Kalidus Channel



- Save Room
- Teleporter
- Exit
- Secret Area /breakable

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CHESTS	C10 D8 F13 F16 H8 H18 K9 K10 K11	
COMMON		RARE
Cotton Thread		Gold Ring
Cotton Thread		Resist Ring
Iron Ore		Rubber Suit
Lapis Lazuli		Silk Thread

TREASURE LIST

$1000	I10	MP Max up	D20
$1000	I11	MP Max up	J9
$1000	J10	Potion	J18
Anti-Venom	H19	Sapphire	G20
Chamomile	C6	Super Potion	D20
Emerald	J11	Twinbee	B15
HEART Max Up	C4	Magician Ring	K8
HEART Max Up	D20	Jacob	B12
HEART Max Up	H17	Monica	K12
HP Max up	C22	Fortis Fio	F9
HP Max up	F17	Scutum	H10
Iron Ore	H3		
Magical Ticket	B12		
MP Max up	C16		

NOTES

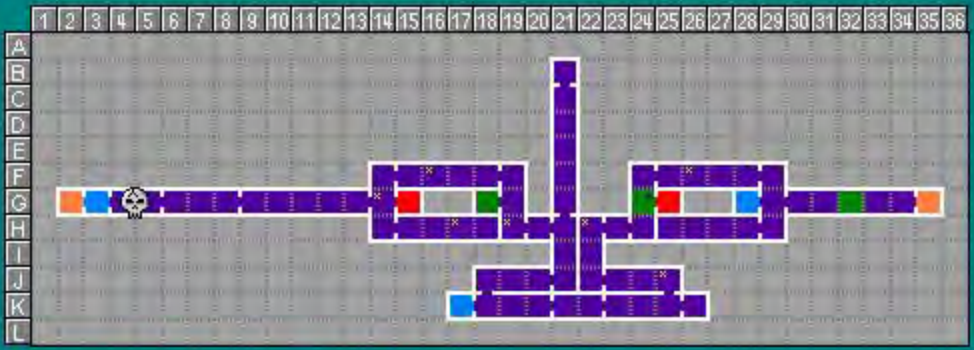
D7, D19 - Swim into the explosive barrels to push them close to the rocks, then attack them to blow up the rocks, opening a shortcut to the surface.

v1.3

Minera Prison Island

NOTES

To obtain the Strength Ring, let the spotlight catch you and kill the Tin Man that appears. A blue chest will appear in the middle of the area.



- Save Room
- Exit
- Boss
- Teleporter
- Secret Area /breakable

CHESTS	F16 F26 G14 H17 H19 H22 J25

COMMON	RARE
Chamomile	Iron Ore
Cotton Thread	Lapis Lazuli
Magical Ticket	Military Wear
Sage	Protect Ring

TREASURE LIST

$500	H14	Glyph Sleeve	G35
$500	K25	Abram	K26
Anti-Venom	G21	Aeon	B21
HEART Max Up	F24	SoybeanFlour	F26
HP Max up	J18	Dominus Hatred	K21
Konami Man	G24	Falcis	H29
MP Max up	H18	Vol Fulgur	H25
Cabriolet	H15		
Priestess Ring	G16		
Strength Ring	G32		
Tower Ring	B21		

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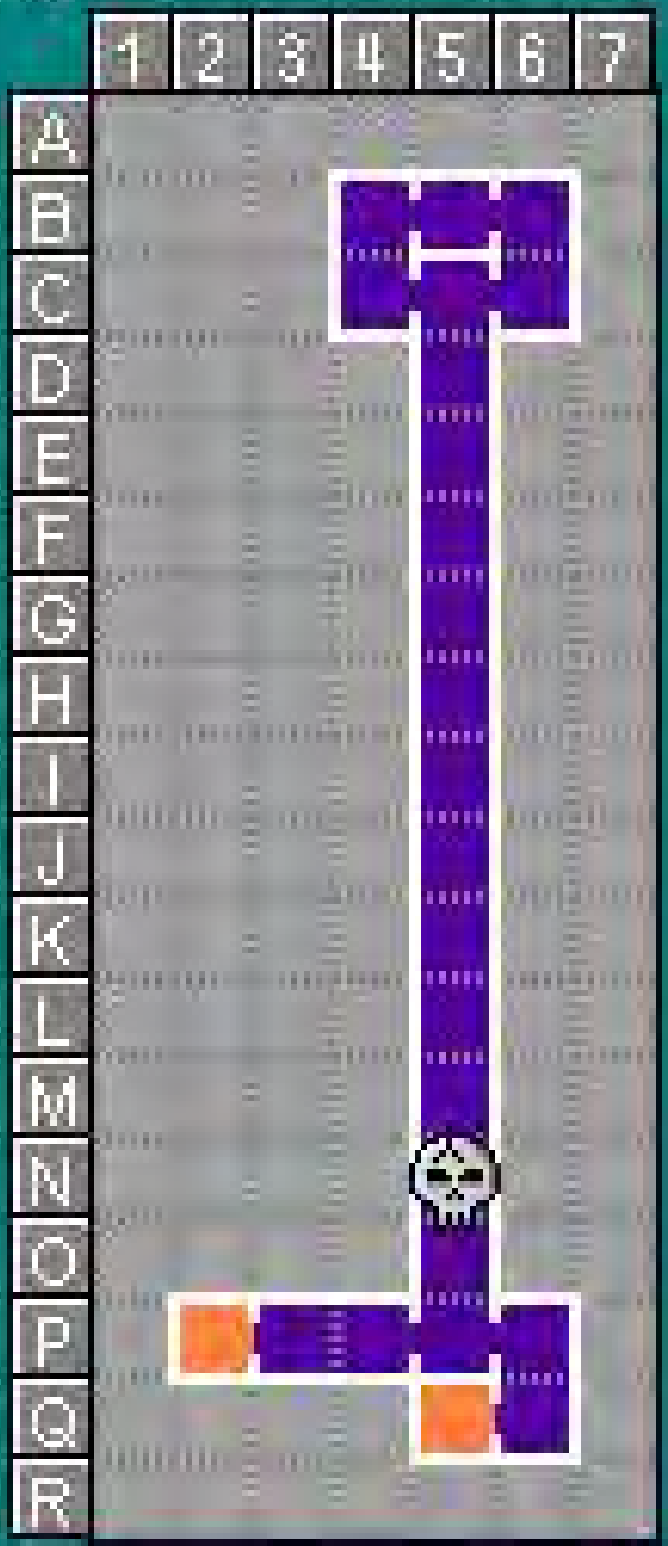

Lighthouse

TREASURE LIST	
Serpent Scale	Q5
Eugen	Q6
Luminatio	B5

- Exit - Boss

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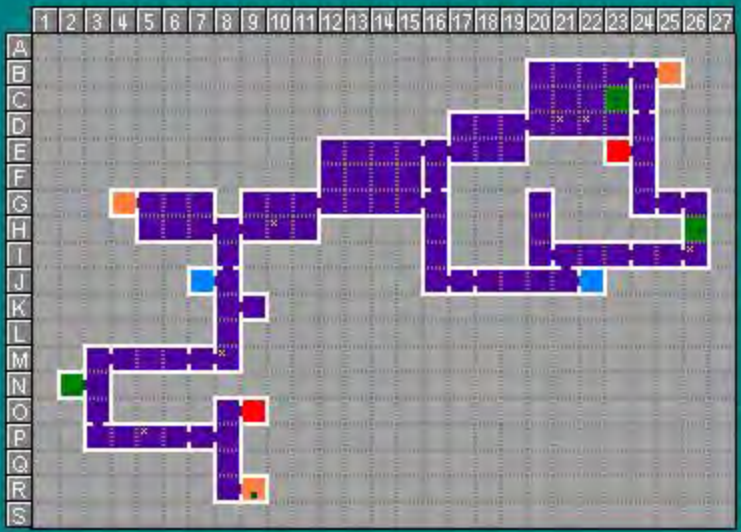
Tymeo Mountains



- Save Room
- Teleporter
- Exit
- Secret Area /breakable

TREASURE LIST	
Blue Drops	R9
HEART Max Up	E18
HP Max up	H26
MP Max up	H6
Mushroom	N3
Ruby	H26
Crimson Mask	G15
Devil Ring	G14
Emperor Ring	C23
Empress Ring	N2
Moonwalkers	F14
Laura	K9
Marcel	B25
Fides Fio	H5
Pneuma	G20

NOTES

G15 - Need Paries glyph
G20 - From the top ledge, use Magnes to push yourself to the right (don't charge it fully or you'll fall off) and immediately press up to absorb the glyph.

CHESTS	D21 D22 H10 I26 M8 P5
COMMON	RARE
Chamomile	Archer Ring
Iron Ore	Chrysoberyl
Lapis Lazuli	Ruby
Rue	Silver Ore

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Misty Forest Road

NOTES
C8 - Need Paries glyph

- Save Room
- Exit
- Teleporter
- Secret Area /breakable

CHESTS	C8: C13

COMMON	RARE
Lapis Lazuli	Blow Ring
Sage	Cashmere Thread
Silk Thread	Cashmere Thread
Uncurse Potion	Silver Ore

TREASURE LIST	
Rue	B7
Sage	B14
White Drops	C12
Hierophant Ring	C12
Melio Arcus	C9
Vol Macir	C14

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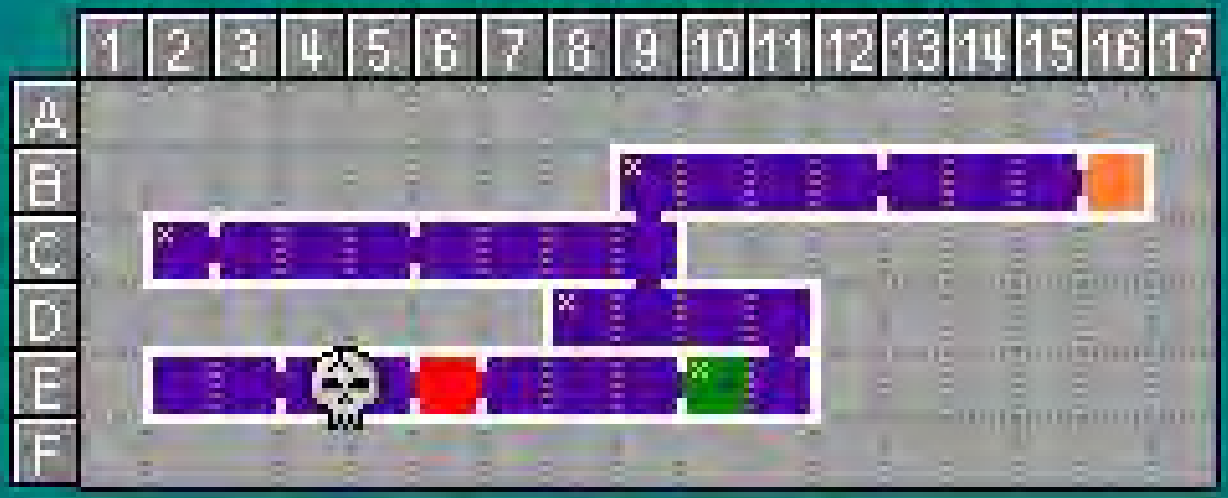
Skeleton Cave



- Save Room
- Exit
- Teleporter
- Boss
- Secret Area /breakable

TREASURE LIST	
Black Drops	E10
HEART Max Up	B14
HP Max up	C2
MP Max up	E11
Leap Stone	E2
George	E2

CHESTS	B9 C2 D8 E10
COMMON	RARE
Lapis Lazuli	Blow Ring
Sage	Cashmere Thread
Silk Thread	Cashmere Thread
Uncurse Potion	Silver Ore

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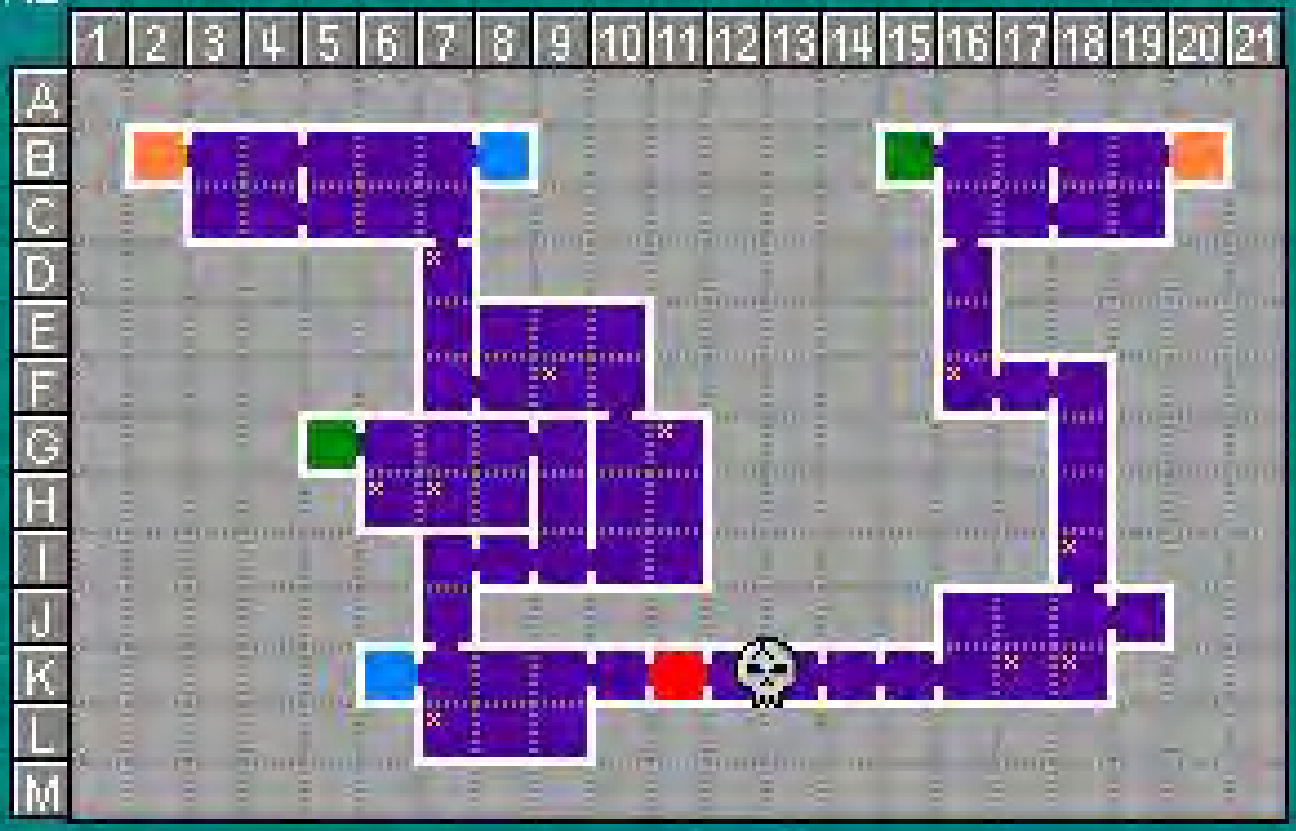

Somnus Reef

- Save Room
- Teleporter
- Secret Area /breakable
- Exit
- Boss

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CHESTS	D7 F9 F16 G11 H6 H7 I18 K17 K18 L7

COMMON	RARE
Chamomile	Chrysoberyl
Silk Thread	Sapphire
Silver Ore	Tasty Meat
Silver Ore	Wind Ring

TREASURE LIST	
$2000	F7
HEART Max Up	L8
HP Max up	J19
MP Max up	I10
Vic Viper	B15
Reinforced Suit	H8
Anna	G5
Serge	B15
Vol Arcus	I11
Vol Ascia	C19

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Giant's Dwelling

- Save Room
- Exit
- Secret Area /breakable
- Boss

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TREASURE LIST

Black Drops	D12
Caprine	C6
Temperance Ring	D5
Daniela	C8
Dominus Anger	B18
Vol Secare	D20

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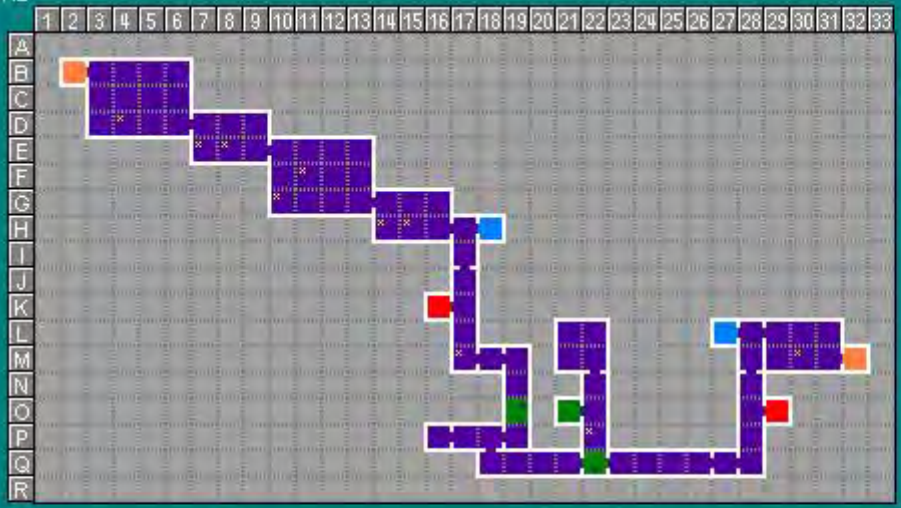

Tristis Pass

TREASURE LIST	
Amanita	O22
HEART Max Up	N22
HP Max up	P16
MP Max up	C3
Onyx	O19
Body Suit	B6
Chariot Ring	G11
Lovers Ring	G22
Irina	O21
Tom	E12
Inire Pecunia	D5
Vol Grando	L21
Vol Hasta	E10

- Save Room
- Exit
- Teleporter
- Secret Area /breakable

CHESTS	D4 E7 E8 F11 G10 H14 H15 M17 M30 P22

COMMON	RARE
Rue	Diamond
Silver Ore	Emerald
Tonic	Ruby
Zircon	Traveler's Hat

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Oblivion Ridge

- Save Room
- Exit
- Secret Area /breakable
- Boss

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TREASURE LIST	
Chamomile	B10
Diamond	C9
Hermit Ring	B2
Sapiens Fio	B14

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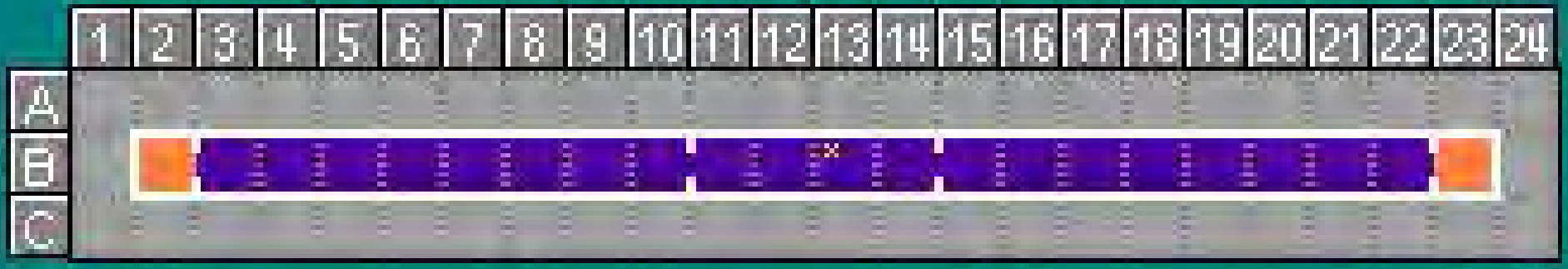
Argila Swamp



- Exit

CHESTS	B13
COMMON	RARE
Rue	Diamond
Silver Ore	Emerald
Tonic	Ruby
Zircon	Traveler's Hat

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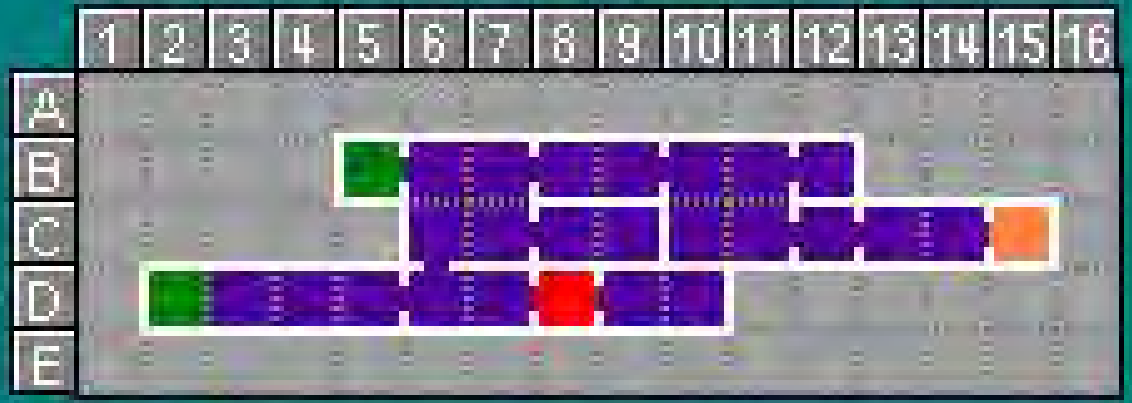
Mystery Manor



- Save Room
- Exit

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NOTES

D2 - destroy the spikes with Arma Machina to reveal the ring.

TREASURE LIST

$2000	B5
$2000	B12
Gold Ore	C9
Schnitzel	B5
Fortune Ring	D2
Ink	B6
Dominus Agony	D10
Vol Umbra	D2

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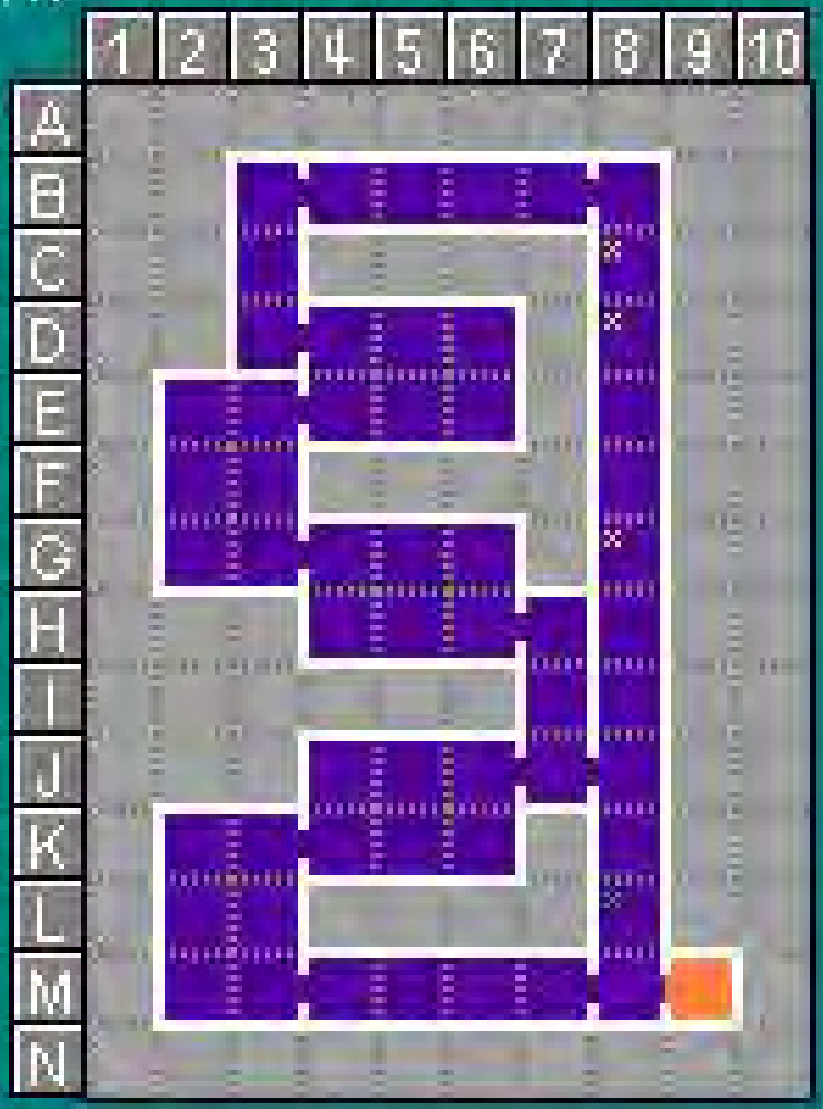

Training Hall

CHESTS	
C8 D8 G8	L8
COMMON	RARE
Diamond	Alexandrite
Gold Ore	Robe Decollete
High Potion	Super Potion
Onyx	Super Tonic

TREASURE LIST	
Redire	F8

- Exit

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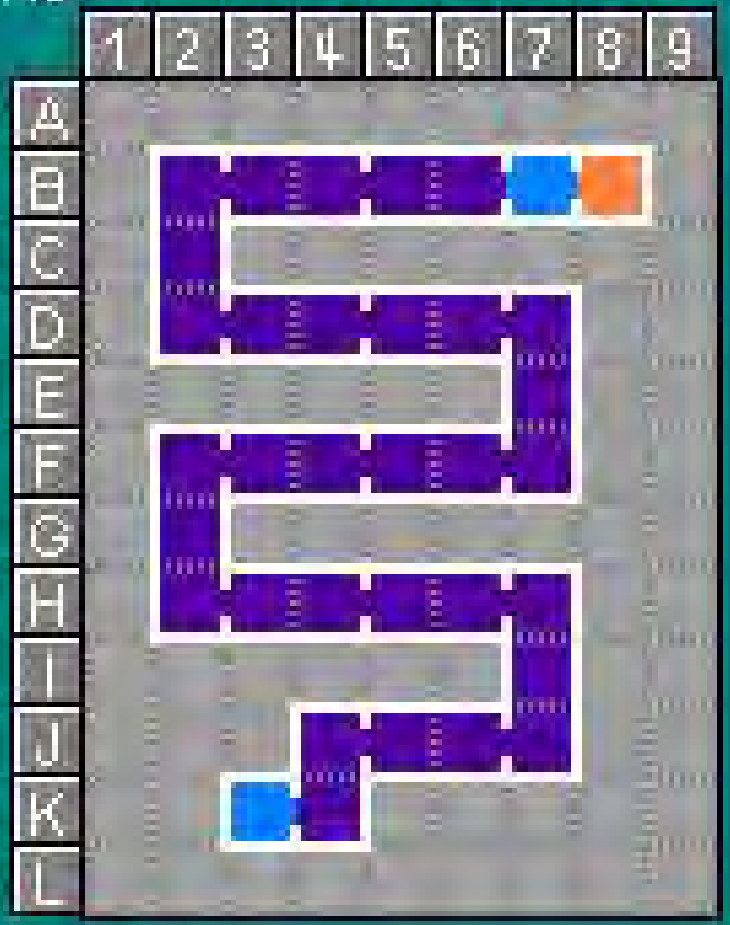

Large Cavern

CHESTS	
D2 F7 H2 J4 J7	J5
COMMON	RARE
Diamond	Alexandrite
Gold Ore	Minerva Greaves
High Potion	Minerva Mail
Onyx	Minerva Mask

- Teleporter

- Exit

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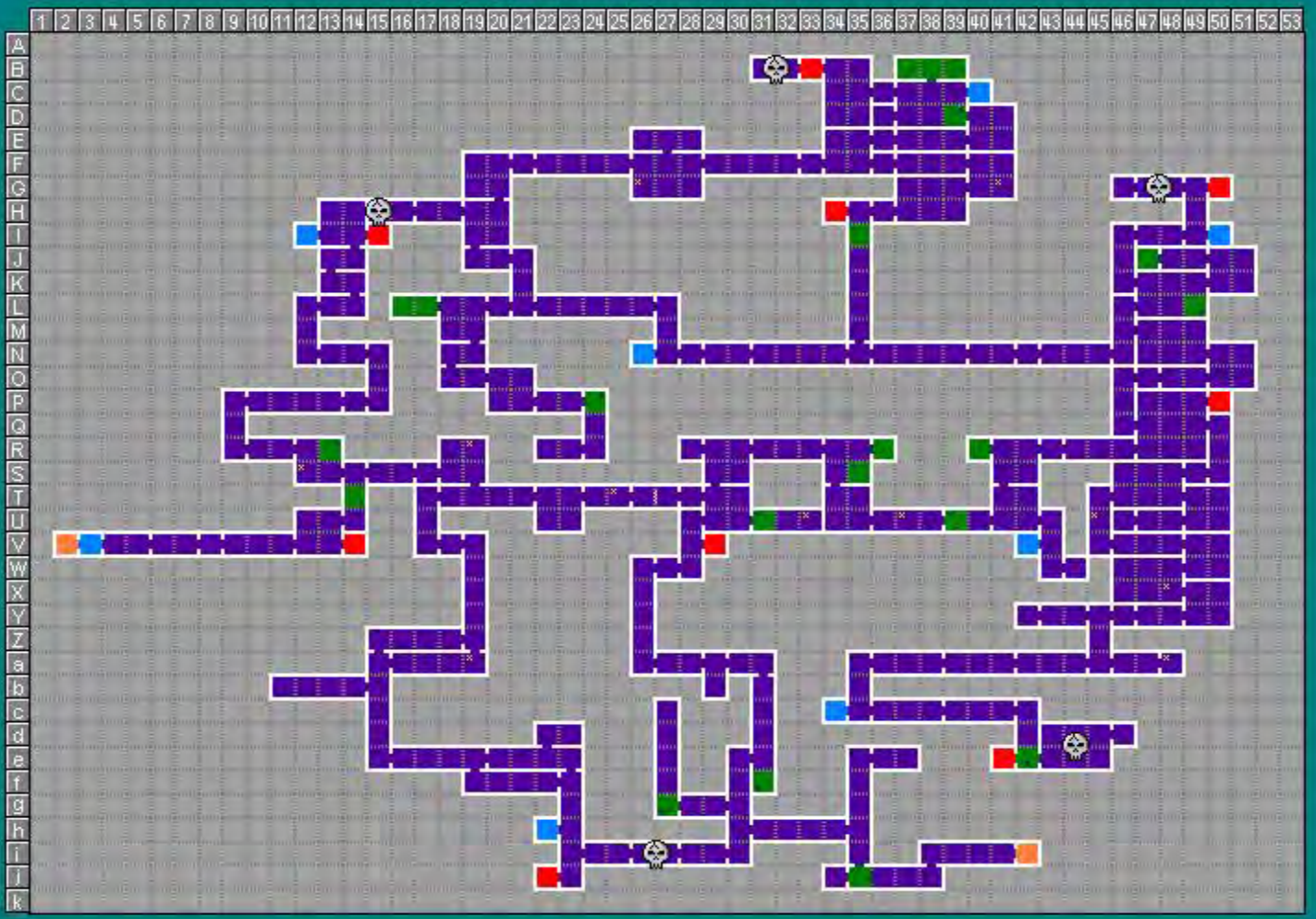
Dracula's Castle



- Save Room
- Exit
- Teleporter
- Boss
- Secret Area /breakable

CHESTS	G26 G41 R19 S12 U33 U37 U45 X48 a19 a48

COMMON	RARE
Emerald	Gold Ore
Ruby	Miser Ring
Sapphire	Onyx
Silver Ore	Thief Ring

NOTES

S15 - Need Paries
N35 - Use 3 Custos glyphs
U46 - Hit both devices at the same time with Fulgur

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TREASURE LIST

$2000	U33
$2000	R31
$2000	R33
Blue Drops	E26
Cream Puff	P24
Diamond	B37
Eisbein	I35
Gold Ore	B37
Green Drops	S35
Green Drops	U31
HEART Max Up	D36
HEART Max Up	E28
HEART Max Up	R28
HEART Max Up	U12
HEART Max Up	e37
HP Max up	L12
HP Max up	L49
HP Max up	R36
HP Max up	S16
HP Max up	Y42
Mint Sundae	e42
MP Max up	D35
MP Max up	E28
MP Max up	G28
MP Max up	H13
MP Max up	U34
MP Max up	t19
Onyx	B39
Red Drops	U39
Super Potion	j34
Super Potion	D34
Tasty Meat	T14
White Drops	R13
White Drops	t31
Death Ring	J47
Judgement Ring	D39
Hanged Man Ring	L16
Heart Cuirass	L47
Mercury Boots	d23
Moon Ring	R40
Star Ring	g27
Sun Ring	E26
Valkyrie Greaves	T23
Valkyrie Mail	W44
Valkyrie Mask	M48
World Ring	B39
Arma Custos	d46
Dextro Custos	R22
Felicem Fio	j37
Lapiste	c27
Melio Confodere	H16
Melio Culter	a43
Melio Falcis	a40
Melio Hasta	W28
Melio Scutum	a47
Morbus	U46
Rapidus Fio	i41
Refectio	L17
Sinestro Custos	G46
Vis Fio	R49
Vol Ignis	b11
Volaticus	G27

Castlevania Judgment

In this world, a battle has been raging between vampire hunters and their prey for ages.

Thirteen people from around the world have been called into an alternate dimension through a gap in time.

A mysterious man called Aeon appears before the thirteen and tells them "If you pass the trial, you can have your wish..."

The trial is a battle between those assembled.

But what will they gain if they pass the trial? And how do they escape from the time gap? An epic, era-spanning battle of destiny is about to begin!

Released on November 18th, 2008 for the Nintendo Wii, Castlevania Judgment is the first game of the franchise that does not follow the traditional vampire hunting action that made Castlevania so popular. Instead, Judgment is a fighting game which consists of 13 characters from various Castlevania titles throughout the years, and a 14th character named Aeon, a new face to the Castlevania scene. The story of Castlevania Judgment is that of the mighty Galamoth's plot to send the Time Reaper from 10,000 years in the future into the past to destroy his rival Dracula, and change history. Aeon discovers this and pulls together champions from different eras of history into a time rift, in order to find a chosen one capable of destroying the Time Reaper. Like most traditional fighting games, each character has their own obstacles and opponents to overcome based on their own strengths and backstories. Not all 14 characters are available immediately. Many of them are unlocked later, and the true champion must go up against the Time Reaper, to put an end to Galamoth's plot to destroy Count Dracula. Judgment contains some of the most popular characters from the Castlevania franchise like Simon Belmont, Alucard, Sypha Belnades, Death, Dracula, Carmilla, Trevor Belmont, Maria Renard and more. Castlevania Judgment is what it is, that being a fighting game. The game was met with mixed reviews as many fans were shocked that it would be a fighting game when news of its production was first released. Some of the characters on Judgment are unlocked by playing Order of Ecclesia for the Nintendo DS. This interaction with the DS has helped spark more interest in Castlevania Judgment. If you are a fan of both Castlevania and fighting games, then Castlevania Judgment is a good choice for you. The game has a storyline that should interest many Castlevania fans, and the intense and challenging battles you must face to reach the Time Reaper are more than enough to keep any fan of the fighting game genre coming back for more.

Simon Belmont

Simon Belmont is the most the most well known member of the Belmont clan, and is the protagonist of nine Castlevania games, though seven of the nine are remakes of the other two. Simon was the protagonist in the original NES Castlevania and its sequel Castlevania II: Simon's Quest. Five generations removed from his ancestor Trevor Belmont, Simon fought and defeated Dracula after he was resurrected in 1691. However, he was cursed by Dracula and did not properly dispose of Dracula's remains. Before the curse killed him, Simon had to collect the remains of Dracula and burn them in his castle. He collected the remains and defeated Dracula once again, freeing himself from the Curse.

Alucard

Alucard is Dracula's son, and made his first appearance in Castlevania III: Dracula's Curse. He was born of a human mother and Dracula, but after his mother was killed he was corrupted by Dracula and trained in the black arts to become a powerful warrior. Being defeated by Trevor Belmont freed him from the corruption, and he went on to help Trevor defeat Dracula along with Sypha Belnades and Grant DaNasty. He went into a deep sleep, and woke again hundreds of years later when Dracula was again resurrected. With the help of Maria Renard, Alucard defeated Dracula once again and left to wander the Earth, where he would continue to battle against evil forces and would eventually meet Soma Cruz. He would help to unravel the mystery of Soma's Heritage, which he had particular interest in.

Trevor Belmont

A legendary member of the Belmont clan, Trevor made his first appearance in Castlevania III: Dracula's Curse. Trevor is called upon to stop Dracula's conquest, and defeats him along with Alucard, Grant DaNasty, and his future wife Sypha Belnades. He was the first person to ever defeat Dracula, and the first to wield the mighty Vampire Killer whip. Trevor again appeared in Castlevania: Curse of Darkness where he was searching for a former servant of Dracula's named Hector. Trevor eventually befriends Hector after realizing he is not evil, but is wounded by another man and leaves Hector to fight and defeat Dracula.

Aeon

A member of a group that watches over time, Aeon launches into action to prevent a disturbance in the tome stream by an evil entity attempting to usurp Dracula's throne. He makes his first, and only, appearance in this game.

Eric Lecarde

A possible descendant of Maria and Alucard, Eric inherited the mighty Alucard Spear early in his life. He made his first appearance in Castlevania: Bloodlines, where he helped John Morris to defeat Dracula during World War I. He would later father two daughters, Stella and Loretta, who would inherit his powers. He was killed by the vampire Brauner after Brauner bound Eric's daughters to himself to replace his own lost children. Eric held on as a ghost and helped Johnathan Morris and Charlotte Aulin defeat Brauner and eventually Dracula, freeing his daughters. He saw his daughters one last time before fading away. The Eric Lecarde in Judgment is very young, coming from the time before Castlevania: Bloodlines.

Maria Renard

Maria Renard first appeared in Castlevania: Rondo of Blood. She was captured along with many other women from her village in order to be slaves for Dracula. However, the dark priest Shaft realized she had a special power and attempted to awaken it. During the ceremony she was rescued by Richter Belmont, and would eventually help him defeat Shaft with her magic powers. Five years later, Richter disappeared and Maria set out to find him. She eventually met Alucard in Dracula's castle, as well as a mind-controlled Richter. After saving Richter, she fled the castle and awaited Alucard's success at defeating Dracula. She may have eventually gone on to marry Alucard and had children, but it is a slightly unclear as to what exactly happened.

Grant DaNasty

Grant made his first appearance alongside many of the cast in Castlevania III: Dracula's Curse. Grant was a pirate who went searching for Dracula after Dracula killed his family. He couldn't defeat Dracula, and was cursed. He was transformed into a hideous beast and forced to guard a clock tower, until Trevor Belmont came along and saved him. He swore to help Trevor defeat Dracula, and the group eventually gained the help of Sypha Belnades and Alucard and managed to defeat Dracula. Grant would leave the group after Sypha and Trevor married, as he had feelings for Sypha himself.

Sypha Belnades

Originally coming from Castlevania III: Dracula's Curse, Sypha is a Witch capable of using elemental magic. She was called into action after Dracula summoned an army of demons in order to avenge his wife's death, but was soon captured by the demon army and turned to stone. She was eventually rescued by Trevor Belmont and Grant Danasty, whom she helped to defeat Dracula. She would eventually go on to become Trevor's wife much to the chagrin of a love stricken Grant DaNasty, and help to carry on the Belmont clan.

Shanoa

A witch who uses magical glyphs to attack, Shanoa made her first appearance in Castlevania: Order of Ecclesia. Shanoa was part of a clan dedicated to the destruction of Dracula in the absence of the Belmonts, and was to use the powerful dominus magic in order to defeat him once and for all. After Dominus was stolen by her former friend Albus, Shanoa tracked him down. He revealed that she had been fooled, that Ecclesia's leader was attempting to resurrect Dracula using dominus, which would have killed her. She confronted the master of the order, only to have him sacrifice himself to summon Dracula's castle. Shanoa managed to defeat Dracula, but the power of dominus required a life to seal Dracula. Albus sacrificed his life in place of Shanoa, sealing the dark lord.

Golem

A construct created by dark magic, a Golem has appeared in some form in just about every single Castlevania game in some form or another. Most often they're either very strong regular enemies or bosses that appear early on in the game. They've never really had any significance to the story until the Golem in Judgment.

Carmilla

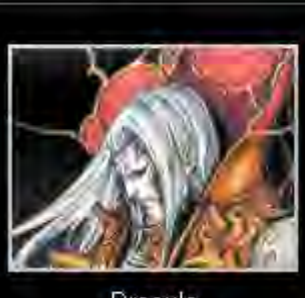
A loyal vampire minion and servant of Dracula, Carmilla has appeared as a boss in many Castlevania games, though the first time she was significant to the story was in Castlvania: Circle of the Moon. She resurrected Dracula in her castle, but not at full power. Her plan was to sacrifice Morris Baldwin during a lunar eclipse to restore him to full power, as Morris has previously helped defeat Dracula. Her plan was stopped by Nathan Graves, Morris' apprentice. Nathan defeated and presumably killed Carmilla in the castle's sewers before going on to stop the not-yet-fully-powered Dracula. She appeared as a boss in Castlvania: Simon's Quest and Castlevania: Rondo of Blood as well, though she has no plot importance in those games.

Cornell

Cornell is a member of a legendary tribe of beast men, making his first appearance in Castvania: Legacy of Darkness. He is a Werewolf, an is the only member of his tribe able to control his powers. His village is destroyed and he tracks the scent to Dracula's castle. He finds that his best friend has betrayed their village in order to get more power from Dracula. Cornell defeats him and attempts to rescue his sister Ada, but she is captured by Death. Cornell confronts Dracula and manages to save Ada, though he loses his beast power in the process. He does not defeat Dracula, but the two escape from the castle unharmed.

Death

Death has appeared in pretty much every single Castlevania game dating all the way back to the NES. He is usually a boss fought later in the game, and uses similar moves in each incarnation. In recent games, starting with Castlevania: Symphony of the Night, Death has started to take a more active role in the story as Dracula's Second in command and servant. He usually seeks to help resurrect Dracula in some way, by either hindering the player or finding magical means to do so. He is characterized as being fiercely loyal to Dracula, and will defend him to the death.



Dracula

The Dark Lord of the Castlevania Universe, Dracula is the primary antagonist in the series and appears as the final boss in almost every game. Dracula was originally human, a servant to God along with Leon Belmont. After his Wife died, her declared war on god and used a magical stone to steal the life of a powerful Vampire. He was first defeated by Trevor Belmont, who had the help of Grant DaNasty, Sypha Belnades, and Dracula's son Alucard. He would rise again throughout the ages of time, called forth by both prophecy and those seeking power. He would eventually be defeated in 1999 by Julius Belmont and die, only to be resurrected years later in the body of Soma Cruz.

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I. Game Modes

True Story Mode - Complete Story Mode with all characters except Aeon

Hard Difficulty Mode - Complete Story Mode with any character on Normal

Brutal Difficulty Mode - Complete Story Mode with any character on Hard

II. Story Mode Characters

- Clear Story Mode with one character to unlock story mode for another

Maria - Beat Story Mode with Alucard
Eric - Beat Story Mode with Maria
Carmilla - Beat Story Mode with Eric
Cornell - Beat Story Mode with Carmilla
Sypha - Beat Story Mode with Simon
Grant - Beat Story Mode with Sypha
Golem - Beat Story Mode with Grant
Trevor - Beat Story Mode with Cornell & Golem
Death - Beat Story Mode with Trevor
Shanoa - Beat Story Mode with Trevor OR Connect to OoE for DS
Dracula - Beat Story Mode with Death & Shanoa
Aeon - Beat TRUE Story Mode with Dracula

III. Non Story Mode Characters

- Clear True Story Mode with a character to unlock them for
VS, Arcade, Castle & Training Modes

Aeon - Clear True Story Mode with Aeon OR Connect to OoE for DS
Death - Clear True Story Mode with Death
Dracula - Clear True Story Mode with Dracula
Shanoa - Clear True Story Mode with Shanoa OR Connect to OoE for DS

IV. Accessories List

How to Unlock:

You must complete the following tasks to unlock all 96 accessories:
1. Clear through room 27 on Castle Mode with ALL 14 characters on ANY difficulty level (14x4=56 accessories)
2. Earn 100 wins in survival mode with ANY character on ANY difficulty (18 accessories)
3. Win True Story mode on Brutal with ALL characters (14 accessories)
4. Connect with Castlevania: Order of Ecclesia on Nintendo DS (2 accessories); There is no other way to get these. Players who got

the other 94 accessories had the "CLEARED" stamp next to their accessories so you can have a 'Complete' file even if you don't have the DS game.
5. Get a low time in Arcade Mode with ANY character on ANY difficulty level and ANY # rounds/time setting (5 accessories)
6. Accumulate 10 hours of gameplay (1 accessory)

56+18+14+2+5+1 = 96 total accessories

A. HEAD GEAR

01. Pirate Hat - Clear Room 07 of Castle Mode with Simon
Plunder in style with this splendid pirate's hat, adorned with feathers and a coin from some faraway land.

02. Bloody Pirate Hat - Clear Room 01 of Castle Mode with Dracula
The blood-red hue of this pirate hat tells them you mean business, while its feather accent says you also know how to party.

03. Silk Top Hat - Clear Room 07 in Castle Mode with Alucard
A silk top hat is a sartoril necessity for the well-heeled gentleman. No one will question your decorum when this sits upon your head.

04. Baby Blue Silk Hat - Clear Room 01 in Castle Mode with Maria
Made of the finest quality silk and ornamented with a grosgrain ribbon. The skull accent tops off this top hat.

05. Royal Crown - Clear Room 07 in Castle Mode with Trevor
A coronation crown that only one person is ever permitted to wear. It owes its magnificent heft to all the precious stones that adorn it. Hail to the king, baby!

06. Star Coronet - Clear Room 07 in Castle Mode with Aeon
A legendary crown said to have provoked wars since antiquity,leading countless souls to their deaths. Each stone upon it seems to have a dark story to tell...

07. Striped Ribbon Headband - Get 20 wins in Survival Mode
The classic stripe-and-lace ribbon makes this the ideal match for your favorite dress.

08. Pink Ribbon Headband - Clear Room 16 in Castle Mode with Eric
Experience the wide-eyed innocence of a maiden when you don this delicate ribbon. If pink wasn't your lucky color, it is now!

09. Emerald Butterfly - Clear Room 01 in Castle Mode with Golem
Get your rose blooming with this exquisite butterfly, prized the world over for the beauty of its wings.

10. Garden Butterfly - Clear Room 07 in Castle Mode with Grant
They say this butterfly only visits flowering gardens, but now you can take its rich accents with you anywhere.

11. Blue Rose - Clear Room 07 in Castle Mode with Sypha
A subtle yet spicy aroma wafts from the petals of this pastel blue rose.

12. Red Rose - Clear Room 01 in Castle Mode with Carmilla

They'll want a dozen of you when they catch a whiff of the
sweet fragrance from this Victorian red rose.

13. Flower Garland - Get ??? wins in Surival Mode
A fragrant garland woven from garden-grown flowers. The broad
petals give it an eye-catching splendor.

14. White Floret Garland - Clear Room 16 in Castle Mode with Aeon
A garland woven from tiny white flowers, which bloom in a
remote field known only to this accessory's creator.

15. White Persian Cat Ears - Clear Room 27 in Castle Mode with Aeon
White Persian cat ears that are soft to the touch. Show off your
pampered-kitten side by wearing this with the matching tail!

16. Black Persian Cat Ears - Get ??? wins in Survival Mode
They will all want to scross your path when you wear these velvety black
Persian cat ears. Add the matching tail to complete the look.

17. Fluffy Black Rabbit Ears - Clear Room 07 in Castle Mode with Carmilla
You'll look lop and happening with these black rabbit ears
made of soft, fluffy fur.

18. Fluffy White Rabbit Ears - Clear Room 07 in Castle Mode with Maria
Show doc and everyone else what's up with these bunny ears
made of snow-white fur.

19. Goat Horns - Clear Room 16 in Castle Mode with Alucard
They'll worship you like some pagan god in these long,
curved goat horns. Watch your fingers, those tips are sharp!

20. Crimson Goat Horns - Clear Room 16 in Castle Mode with Simon
The distinctively curved horns of a goat, splattered with
blood for that special something extra.

21. Devil Horns - Clear Room 07 in Castle Mode with Death
Whether you're naughty or nice, shock 'em with this red
patent-leather headgear, designed to resemble devil's horns.

22. Alien Spore - Get ??? wins in Survival Mode
A sprout from an alien seed that fell from outer space. It grows directly
out of your brain! (No returns or exchanges on this item.)

23. Ram Horns - Beat 8:30 Time in Arcade Mode
The distinctive, spiral-shaped horns of a ram. Butt heads... with fashion!

24. White Ram Horns - Get ??? wins in Survival Mode
Mesmerize your opponent with the curled horns of a ram, polished to a shine.

25. Creamy Cheesecake - Clear Room 27 in Castle Mode with Eric
They'll smell you coming in this decadent treat, crafted
with a generous supply of rich, creamy Polish cheese.

26. Mixed-Berry Pie - Get ??? wins in Survival Mode
Strawberries, raspberries and cranberries in a crisp cookie crust give
this pie a sweet flabor with just a hint of tartness. Very popular and
hard to find!

27. Tin Wind-Up Crank - Clear Room 07 in Castle Mode with Golem
Get 'em all wound up with this tin crank. Perfect for
your robot lovers out there!

28. Gilded Wind-Up Crank - Get ??? wins in Survival Mode
The gold-plating on this wind-up crank says, "I may be
a toy, but I'm an expensive toy. Come play with me."

29. Silk and Velvet Bonnet - Clear Room 07 in Castle Mode with Shanoa
A bonnet strewn with ribbons, perfect whether you're
milking the cows or out for a night on the town.

30. Rose-Pink Bonnet - Clear Room 07 in Castle Mode with Eric
Say "G'day" to this lovely half-bonnet, generously fringed with bobbin lace.

B. FACE GEAR

31. Dog Snout - Clear Room 16 in Castle Mode with Grant
You'll be hot on style's trail with this mask, designed to resemble a dog's
nose. Plus your sense of smell will magically improve by, like, a hundred
million percent!

32. Kaiser Mustache - Clear Room 16 in Castle Mode with Trevor
Various oils and lotions were diligently applied to stiffen this
long mustache. Be the dandy you always dreamed you could be!

33. Angel Continental - Clear Room 27 in Castle Mode with Alucard
Like having the fluttering wings of an angel beneath your nose, or so
it is said.

34. Splatter Mask - Clear Room 16 in Castle Mode with Death
It is said whoever dons this mask will be doomed to forever wander
the halls of hell in search of blood... Enjoy!

35. Tengu Mask - Get ??? wins in Survival Mode
A mask modeled after a tree-dwelling creature of the Far East
said to control the power of the wind.

36. Silver Rimmed Glasses - Clear Room 01 in Castle Mode with Alucard
Show the world your intellectual side with these
fashionable bifocals, rimmed in shimmering silver.

37. Bronze Sunglasses - Clear Room 01 in Castle Mode with Trevor
Sunglasses with a copper frame. No trendsetter should be without them!

38. Sporty Sunglasses - Clear Room 01 in Castle Mode with Simon
The curved frames wrap snugly around the contours of your face for an
exceptional fit. This new design is a favorite of A-list celebreties
everywhere.

39. Serious Spectacles - Clear Room 01 in Castle Mode with Eric
Black-framed glasses, perfect for those wishing to affect a cultured,
intelligent air. Solve challenging equations with ease...or at least
look like you could.

40. Pirate Eyepatch - Clear Room 01 in Castle Mode with Death

Show 'em what the salty lil' dog you arrr with this leather eyepatch.

41. Heart Eyepatch - Clear Room 01 in Castle Mode with Grant
Your eye may be covered, but you can still give 'em
a wink with this lovely heart-embroidered eyepatch.

42. Gold Masquerade Mask - Clear Room 01 in Castle Mode with Sypha
Add a little phantom to your opera and don this mask for an extra dash of
anonymous courage. Enough, perhaps, to court that special someone...?

43. Feathered Mask - Clear Room 01 in Castle Mode with Shanoa
With each subtle sway of the iridescent feathers that adorn this mask,
more eyes turn in your direction. The star of this evening? It's you.

44. Hipster Spec - Clear Room 01 in Castle Mode with Aeon
Le forge le reputation for being hip and fashionable
with these cutting-edge French sunglasses. Le magnifique!

45. New Wave Shades - Get 10 wins in Survival Mode
Only a daft punk wouldn't appreciate the avant-garde design of these
sunglasses.

46. Killer-Clown Nose - Clear Room 16 in Castle Mode with Golem
One of the red, bulbous noses worn by the Killer Clowns said to inhabit
Dracula's castle. Popular at demon birthday parties.

47. Pumpkin Nose - Get ??? wins in Survival Mode
A false nose modeled after the candy-filled Jack-o'-lanterns
spotted in Dracula's castle.

48. Spirit Mask - Beat 8:30 Time in Arcade Mode
A mask in the image of a flying creature from the Far East
said to be skilled in the ways of the sword.

NOTE: Time Reaper Masks have a character specific symbol on them

49. Mask of the Time Reaper (Simon) - Beat TS Mode on Brutal w/ Simon
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Red Coiled Whip)

50. Mask of the Time Reaper (Alucard) - Beat TS Mode on Brutal w/ Alucard
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Red Winged Sword)

51. Mask of the Time Reaper (Trevor) - Beat TS Mode on Brutal w/ Trevor
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Black Coiled whip)

52. Mask of the Time Reaper (Maria) - Beat TS Mode on Brutal w/ Maria
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! (Pink Owl)

53. Mask of the Time Reaper (Eric) - Beat TS Mode on Brutal with Eric

A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Red Alucard Spear)

54. Mask of the Time Reaper (Cornell) - Beat TS Mode on Brutal with Cornell
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Black Claw)

55. Mask of the Time Reaper (Sypha) - Beat TS Mode on Brutal with Sypha
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Golden Cross)

56. Mask of the Time Reaper (Grant) - Beat TS Mode on Brutal with Grant
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (3 Green Knives)

57. Mask of the Time Reaper (Carmilla) - Beat TS Mode on Brutal w/ Carmilla
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Red Hook Shot)

58. Mask of the Time Reaper (Golem) - Beat TS Mode on Brutal with Golem
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Blue Lightning)

59. Mask of the Time Reaper (Death) - Beat TS Mode on Brutal with Death
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Black Scythe)

60. Mask of the Time Reaper (Dracula) - Beat TS Mode on Brutal with Dracula
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (3 Red Fireballs)

61. Mask of the Time Reaper (Shanoa) - Beat TS Mode on Brutal with Shanoa
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Blue Glyph)

62. Mask of the Time Reaper (Aeon) - Beat TS Mode on Brutal with Aeon
A mask modeled after the face of the Time Reaper, proving you bested
the mightiest of foes. There are 14 in all, each with a different
design. Collect 'em all! - (Black Clock)

C. BODY GEAR

63. Winged Sword Necklace - Get ??? wins in Survival Mode
A silver necklace patterned after a winged sword. It grants power
and divine protection to the one who wears it.

64. Golden Wings Necklace - Clear Room 16 in Castle Mode with Dracula
A necklace featuring a pair of golden wings. It is said those who

wear it will be granted great prosperity.

65. Water Spirit Pendant - Clear Room 27 in Castle Mode with Sypha
A romantic necklace with an air of art nouveau. That's the spirit!

66. Wind Spirit Pendant - Get ??? wins in Survival Mode
A variety of precious metals and gemstones were used in the
elaborate ornamentation of this luxuriously designed necklace.

67. Skull Pendant - Clear Room 27 in Castle Mode with Dracula
What could be more intimidating than a necklace made with an
actual humal skull? (Note: Skull is not actually human.)

68. Black Skull Pendant - Get ??? wins in Survival Mode
Skull necklace alone not evil enough for ya? Then try this model,
dyed black for that extra air of sinister menace.

69. Gold Medal - Get 100 wins in Survival Mode
A gold medal awarded for a first-place finish. The gold is so pure
that if you bite into it, it'll leave a mark!

70. Medals of Honor - Get ??? wins in Survival Mode
A collection of medals awarded in recognition of many meritorious
deeds. They are given to those who show great courage on the battlefield.

71. Black Studded Choker - Get ??? wins in Survival Mode
A black choker made of the skin of a fallen enemy.

72. Crimson Studded Choker - Clear Room 27 in Castle Mode with Carmilla
A hide choker stained crimson by the blood of a fallen enemy.

73. Antique Lace Fraise - Get ??? wins in Survival Mode
Honestly, this item is so rigid it's difficult to eat or even move while
wearing it. But hey, that's the sort of sacrifice one must make for fashion.

74. Antique Lace Collaret - Clear Room 16 in Castle Mode with Shanoa
This fan-shaped collar is held up by a brass underwire. An accessory
fit for a queen.

75. Pointed-Tip Bow Tie - Clear Room 27 in Castle Mode with Simon
Show them that refinement doesn't mean you can't still intimidate
with this bow tie, its tips sharpened into the shape of sword points.

76. Spangled Bow Tie - Clear Room 16 in Castle Mode with Cornell
Get noticed in this shimmering bow tie packed with spangles. Fabulous!

77. Devil Wings - Clear Room 07 in Castle Mode with Dracula
Soar to new heights with this accessory, made to resemble the wings of a bat.

78. White Persian Cat Tail - Clear Room 07 in Castle Mode with Cornell
A white Persian cat tail, soft to the touch. Complete the frisky
kitty look by pairing this with the matching ears!

79. Black Persian Cat Tail - Beat 7:45 Time in Arcade Mode
A velvety black Persian cat tail. Add the matching ears for the
complete best-in-show look!

80. Dog Tail - Clear Room 01 in Castle Mode with Cornell
An accessory that resembles the tail of a dog. It actually wags back and forth a bit whenever you're in a good mood!

81. Fluffy White Rabbit Tail - Beat 4:30 Time in Arcade Mode
Pair this with the matching ears and imagine you're serving cocktails at an exclusive club!

82. Fluffy Black Rabbit Tail - Clear Room 16 in Castle Mode with Carmilla
A tail made out of the softest fure imaginable. Pair it with the matching ears and you'll get more than just the hunters' attention!

83. Devil Tail - Beat 4:30 Time in Arcade Mode
Look good by looking bad with this saucy devil's tail, made of red patent leather.

84. Wings of Darkness - Connect to Castlevania: OOE for DS
Black wings made of crow feathers hardened with wax. They're pretty fragile, so keep them out of the heat!

D. ARM GEAR

85. Heroic Rhinoceros Beetle - Clear Room 27 in Castle Mode with Golem
A rhinocerous beetle that hails from a distant land, he will bravely fight all challengers. Beware his mighty grip!

86. Stag Beetle - Get 20 wins in Survival Mode
Famed for its beatiful green mandibles, this stag beetle regards everything that moves as a potential foe.

87. Cute Bird - Clear Room 16 in Castle Mode with Sypha
A small bird with bright red cheeks and a crest atop its head. So cute!

88. Talking Bird - Clear Room 27 in Castle Mode with Maria
This adorable bird hs eyes like little shining beads. When you're done fighting, let its words soothe your weary soul.

89. Brilliant Diamond Bracelet - Clear Room 27 in Castle Mode with Grant
A diamond bracelet with black stonework accents. It shines like it might suck up all the light in the world.

90. Deep-Emerald Bracelet - Clear Room 27 in Castle Mode with Trevor
The mysterious beauty of the woods, made jewelry: A pearl-oyster shell bracelet, pairing lily-shaped emblems with deep green emeralds.

91. Star-Sapphire Bracelet - Clear Room 27 in Castle Mode with Death
A sapphire bracelet with blue stonework cameos. The azure stones emit six streaks of brilliant light.

92. Royal-Ruby Bracelet - Clear Room 27 in Castle Mode with Cornell
A pearl-oyster shell bracelet that pairs lily-shaped emblems with blazing red rubies. It is said to bring calamity to all who wear it.

93. Stuffed Rabbit - Clear Room 16 in Castle Mode with Maria
A crude and somewhat disturbing stuffed animal with sewn-up eyes. You're welcome to it!

94. Sprite Familiar - Accumulate 10 hours of play time
A very affable sprite, whose hobbies include giggling and sitting on shoulders. Though pure-blood Faeries are not musical, this Fairy subspecies often breaks into song.

95. Pale Stuffed Rabbit - Clear Room 27 in Castle Mode with Shanoa
It's gone a little pale, maybe due to its eyes being sewn shut, but there's no need to worry-- it's just a stuffed animal. ...Right?

96. Skull Spider - Connect to Castlevania: OOE for DS
A spider that eerily resembles a human skull. Quite nasty, but also kind of...cute?

V. Accessories By Unlock Method

A. GAMEPLAY

94. Sprite Familiar - Accumulate 10 hours of play time

B. DS LINK

84. Wings of Darkness - Connect to Castlevania: OOE for DS
96. Skull Spider - Connect to Castlevania: OOE for DS

C. ARCADE MODE

23. Ram Horns - Beat 8:30 Time in Arcade Mode
48. Spirit Mask - Beat 8:30 Time in Arcade Mode
79. Black Persian Cat Tail - Beat 7:45 Time in Arcade Mode
81. Fluffy White Rabbit Tail - Beat 4:30 Time in Arcade Mode
83. Devil Tail - Beat 4:30 Time in Arcade Mode

D. SURVIVAL MODE

07. Striped Ribbon Headband - Get 20 wins in Survival Mode
13. Flower Garland - Get ??? wins in Surival Mode
16. Black Persian Cat Ears - Get ??? wins in Survival Mode
22. Alien Spore - Get ??? wins in Survival Mode
24. White Ram Horns - Get ??? wins in Survival Mode
26. Mixed-Berry Pie - Get ??? wins in Survival Mode
28. Gilded Wind-Up Crank - Get ??? wins in Survival Mode
35. Tengu Mask - Get ??? wins in Survival Mode
45. New Wave Shades - Get 10 wins in Survival Mode
47. Pumpkin Nose - Get ??? wins in Survival Mode
63. Winged Sword Necklace - Get ??? wins in Survival Mode
66. Wind Spirit Pendant - Get ??? wins in Survival Mode
68. Black Skull Pendant - Get ??? wins in Survival Mode
69. Gold Medal - Get 100 wins in Survival Mode
70. Medals of Honor - Get ??? wins in Survival Mode
71. Black Studded Choker - Get ??? wins in Survival Mode
73. Antique Lace Fraise - Get ??? wins in Survival Mode
86. Stag Beetle - Get 20 wins in Survival Mode

E. STORY MODE

49. Mask of the Time Reaper (Simon) - Beat TS Mode on Brutal w/ Simon
50. Mask of the Time Reaper (Alucard) - Beat TS Mode on Brutal w/ Alucard

51. Mask of the Time Reaper (Trevor) - Beat TS Mode on Brutal w/ Trevor
52. Mask of the Time Reaper (Maria) - Beat TS Mode on Brutal w/ Maria
53. Mask of the Time Reaper (Eric) - Beat TS Mode on Brutal with Eric
54. Mask of the Time Reaper (Cornell) - Beat TS Mode on Brutal with Cornell
55. Mask of the Time Reaper (Sypha) - Beat TS Mode on Brutal with Sypha
56. Mask of the Time Reaper (Grant) - Beat TS Mode on Brutal with Grant
57. Mask of the Time Reaper (Carmilla) - Beat TS Mode on Brutal w/ Carmilla
58. Mask of the Time Reaper (Golem) - Beat TS Mode on Brutal with Golem
59. Mask of the Time Reaper (Death) - Beat TS Mode on Brutal with Death
60. Mask of the Time Reaper (Dracula) - Beat TS Mode on Brutal with Dracula
61. Mask of the Time Reaper (Shanoa) - Beat TS Mode on Brutal with Shanoa
62. Mask of the Time Reaper (Aeon) - Beat TS Mode on Brutal with Aeon

F. CASTLE MODE

38. Sporty Sunglasses - Clear Room 01 in Castle Mode with Simon
01. Pirate Hat - Clear Room 07 of Castle Mode with Simon
20. Crimson Goat Horns - Clear Room 16 in Castle Mode with Simon
75. Pointed-Tip Bow Tie - Clear Room 27 in Castle Mode with Simon

36. Silver Rimmed Glasses - Clear Room 01 in Castle Mode with Alucard
03. Silk Top Hat - Clear Room 07 in Castle Mode with Alucard
19. Goat Horns - Clear Room 16 in Castle Mode with Alucard
33. Angel Continental - Clear Room 27 in Castle Mode with Alucard

04. Baby Blue Silk Hat - Clear Room 01 in Castle Mode with Maria
18. Fluffy White Rabbit Ears - Clear Room 07 in Castle Mode with Maria
93. Stuffed Rabbit - Clear Room 16 in Castle Mode with Maria
88. Talking Bird - Clear Room 27 in Castle Mode with Maria

42. Gold Masquerade Mask - Clear Room 01 in Castle Mode with Sypha
11. Blue Rose - Clear Room 07 in Castle Mode with Sypha
87. Cute Bird - Clear Room 16 in Castle Mode with Sypha
65. Water Spirit Pendant - Clear Room 27 in Castle Mode with Sypha

39. Serious Spectacles - Clear Room 01 in Castle Mode with Eric
30. Rose-Pink Bonnet - Clear Room 07 in Castle Mode with Eric
08. Pink Ribbon Headband - Clear Room 16 in Castle Mode with Eric
25. Creamy Cheesecake - Clear Room 27 in Castle Mode with Eric

41. Heart Eyepatch - Clear Room 01 in Castle Mode with Grant
10. Garden Butterfly - Clear Room 07 in Castle Mode with Grant
31. Dog Snout - Clear Room 16 in Castle Mode with Grant
89. Brilliant Diamond Bracelet - Clear Room 27 in Castle Mode with Grant

12. Red Rose - Clear Room 01 in Castle Mode with Carmilla
17. Fluffy Black Rabbit Ears - Clear Room 07 in Castle Mode with Carmilla
82. Fluffy Black Rabbit Tail - Clear Room 16 in Castle Mode with Carmilla
72. Crimson Studded Choker - Clear Room 27 in Castle Mode with Carmilla

09. Emerald Butterfly - Clear Room 01 in Castle Mode with Golem
27. Tin Wind-Up Crank - Clear Room 07 in Castle Mode with Golem
46. Killer-Clown Nose - Clear Room 16 in Castle Mode with Golem
85. Heroic Rhinoceros Beetle - Clear Room 27 in Castle Mode with Golem

80. Dog Tail - Clear Room 01 in Castle Mode with Cornell
78. White Persian Cat Tail - Clear Room 07 in Castle Mode with Cornell

76. Spangled Bow Tie - Clear Room 16 in Castle Mode with Cornell
92. Royal-Ruby Bracelet - Clear Room 27 in Castle Mode with Cornell

37. Bronze Sunglasses - Clear Room 01 in Castle Mode with Trevor
05. Royal Crown - Clear Room 07 in Castle Mode with Trevor
32. Kaiser Mustache - Clear Room 16 in Castle Mode with Trevor
90. Deep-Emerald Bracelet - Clear Room 27 in Castle Mode with Trevor

40. Pirate Eyepatch - Clear Room 01 in Castle Mode with Death
21. Devil Horns - Clear Room 07 in Castle Mode with Death
34. Splatter Mask - Clear Room 16 in Castle Mode with Death
91. Star-Sapphire Bracelet - Clear Room 27 in Castle Mode with Death

43. Feathered Mask - Clear Room 01 in Castle Mode with Shanoa
29. Silk and Velvet Bonnet - Clear Room 07 in Castle Mode with Shanoa
74. Antique Lace Collaret - Clear Room 16 in Castle Mode with Shanoa
95. Pale Stuffed Rabbit - Clear Room 27 in Castle Mode with Shanoa

02. Bloody Pirate Hat - Clear Room 01 of Castle Mode with Dracula
77. Devil Wings - Clear Room 07 in Castle Mode with Dracula
64. Golden Wings Necklace - Clear Room 16 in Castle Mode with Dracula
67. Skull Pendant - Clear Room 27 in Castle Mode with Dracula

44. Hipster Spec - Clear Room 01 in Castle Mode with Aeon
06. Star Coronet - Clear Room 07 in Castle Mode with Aeon
14. White Floret Garland - Clear Room 16 in Castle Mode with Aeon
15. White Persian Cat Ears - Clear Room 27 in Castle Mode with Aeon

VI. Character Artwork

01. Simon - Clear Castle Mode with Simon
02. Alucard - Clear Castle Mode with Alucard
03. Maria - Clear Castle Mode with Maria
04. Sypha - Clear Castle Mode with Sypha
05. Eric - Clear Castle Mode with Eric
06. Grant - Clear Castle Mode with Grant
07. Carmilla - Clear Castle Mode with Carmilla
08. Golem - Clear Castle Mode with Golem
09. Cornell - Clear Castle Mode with Cornell
10. Trevor - Clear Castle Mode with Trevor
11. Death - Clear Castle Mode with Death
12. Shanoa - Clear Castle Mode with Shanoa
13. Dracula - Clear Castle Mode with Dracula
14. Aeon - Clear Castle Mode with Aeon

VII. BG Music Tracks

01. Darkness of Fear - Available from the start
02. Title Screen - Available from the start
03. Character Select - Clear Castle Mode OR Arcade Mode for the first time
04. Castle Mode - Clear Castle Mode for the first time
05. Gallery - Get 3 or more wins in Survival Mode
06. Accessories - Customize a character for the 1st time
07. Prologue 1 - Clear True Story Mode with Simon
08. Prologue 2 - Clear True Story Mode with Golem
09. Cutscene 1 - Clear True Story Mode with Maria
10. Cutscene 2 - Clear True Story Mode with Carmilla

11. Ending 1 - Clear True Story Mode with Alucard
12. Ending 2 - Clear True Story Mode with Dracula
13. Ending 3 - Clear True Story Mode with Aeon
14. Credits - Clear True Story Mode with Aeon
15. Vampire Killer - Clear Castle Mode with Simon
16. Dracula's Castle - Clear Castle Mode with Alucard
17. Slash - Clear Castle Mode with Maria
18. Mad Forest - Clear Castle Mode with Sypha
19. Iron Blue Intention - Clear Castle Mode with Eric
20. Clock Work - Clear Castle Mode with Grant
21. Bloody Tears - Clear Castle Mode with Carmilla
22. Tower of Dolls - Clear Castle Mode with Golem
23. The Wolf Revealed - Clear Castle Mode with Cornell
24. Beginning - Clear Castle Mode with Trevor
25. Evil's Symphonic Poem - Clear Castle Mode with Death
26. An Empty Tome - Clear Castle Mode with Shanoa
27. Dance of Illusion - Clear Castle Mode with Dracula
28. Darkness of Fear (Arranged) - Clear Castle Mode with Aeon
29. Elemental Tactician - Clear Arcade Mode for the 1st time
30. Crucial Moment - Clear True Story Mode for the 1st time

VIII. Voice Data

01. Simon - Clear Castle Mode with Simon
02. Alucard - Clear Castle Mode with Alucard
03. Maria - Clear Castle Mode with Maria
04. Sypha - Clear Castle Mode with Sypha
05. Eric - Clear Castle Mode with Eric
06. Grant - Clear Castle Mode with Grant
07. Carmilla - Clear Castle Mode with Carmilla
08. Golem - Clear Castle Mode with Golem
09. Cornell - Clear Castle Mode with Cornell
10. Trevor - Clear Castle Mode with Trevor
11. Death - Clear Castle Mode with Death
12. Shanoa - Clear Castle Mode with Shanoa/Connect to OOE for DS
13. Dracula - Clear Castle Mode with Dracula
14. Aeon - Clear Castle Mode with Aeon
15. Monster - Clear Castle Mode for the first time
16. Time Reaper - Beat True Story Mode for the first time
17. Announcer - Available from the start

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Castlevania: The Medal is a Japanese slot machine based on Dracula X Chronicles. It features Richter Belmont and Maria Renard battling enemies and bosses overlaid on top of the slot wheels. The battle progresses as certain events happen, such as attacking an enemy when a Wild appears. After collecting enough hearts, players enter a Boss Rush mode, where they attempt to defeat a string of bosses until facing Dracula himself. After defeating a boss, a song is unlocked from the sound collection.

Being a medal slot game, Castlevania: The Medal does not feature actual gambling. The player purchases medals and puts them into the machine, and has the opportunity to obtain more medals which they can use to play other games in the arcade. The medals cannot be exchanged for cash. Originally released in 2008, Castlevania: The Medal was the first slot machine game for the franchise, a predecessor for the popular Castlevania Pachislot titles in Japan.

Richter Belmont

Maria Renard

Dracula

Platform	Location	Release Date
Arcade	Japan	2008

Notes

Was only released in Japan, and is not expected to be released anywhere else

It's Japanese title is Akumajo Dracula: The Medal

☆FEATUREWORLDシリーズ

第3弾!!

悪魔城ドラキュラ

THE MEDAL

好評稼働中!

このシリーズは、e-AMUSEMENT PASS に対応しています。

Rush Chance!!
Heart
Game
1
WIN
105
WILD
BET
9
WIN
105
PAID
0
CREDIT
5172
BET
CANCEL
DATA

Boss Rush II
VS ファイター
WIN
312
WILD
A
K
WILD
1.5 WIN
BET
WIN
PAID
CREDIT
9
312
0
5172
BET CANCEL
DATA

Boss Rush!! VS ブレイン

WIN 239

サウンドコレクション獲得！

悪魔城ドラキュラ
MSX2

RUSHCHANCE!!中のBGMが追加されました！
※プレーセーブデータ画面の COLLECTION にてBGMを視聴できます。

STARTボタンでスキップ！

BET	WIN	PAID	CREDIT			
3	239	0	2760	BET CANCEL	DATA	カード取り出し

WIN
239
WILD
BET
3
WIN
239
PAID
0
CREDIT
2760
BET CANCEL
DATA
ホールド/引出し

WIN
0
Rush Chance!!
Game
5
WIN
0

Pachinko is a very popular game in Japan, showing up in casinos and arcades all over the country. It is a cross between pinball and slot machines. Seeing as how Castlevania originated in Japan, and has always been popular there, Konami released Castlevania Pachislot 2009. Pachislot has 10 different Castlevania characters in the game, including Trevor Belmont, Dracula, Death, Medusa, Succubus, a Skeleton and several characters from Curse of Darkness (Isaac, Saint Germain and Zead). The 10th character is new to the franchise, a sorceress named Angela.

The game starts with Trevor going to Dracula's Castle in order to defeat Dracula, who had possibly been recently resurrected. Aiding him in his quest is the sorceress Angela, who is able to take down many enemies at a time and restore Trevor's health, and his will to continue to fight. Trevor also encounters the time traveler St. Germaine on his mission. He encounters and battles Succubus, Medusa, Isaac, and Zead, who turns out to be Death.

As a slot game, the basic goal is to get a set of three symbols to constitute a winning sequence. The symbols appear in the reel include red 7's (featuring Trevor's face), blue 7's (featuring Dracula's Castle), yellow stop-watches, watermelons with knives stuck in them, red/blue/black cherries, blue holy water, and a black devil forge master crest. The highest paying out set is three are three sevens. If the 7's are of the same color, it is a big bonus worth 348 credits. If they are of mixed colors, it is a regular bonus worth 59 credits. The next highest set is two yellow-stop watches preceded by either a seven, devil forge master crest, or another stopwatch, which is worth 12. Three knife-impaled watermelons are worth 5 credits. There are 3 sets which are worth a single credit. These are 3 devil forge master crests, a red 7 followed by 2 black cherries, or 3 cherries, which can be of any color. 3 holy waters are worth a replay. Trevor battles and defeats Dracula as part of the storyline.

Since Castlevania Pachislot is a Japan only release, most people in the United States will probably never play it. However in the Pachislot menu to the top left of the screen you will find a great selection of wallpaper and artwork for the game, the official trailer a large picture of the entire Pachislot arcade, and more.

A sequel known as Castlevania Pachislot 2 was released in Japan on July 20th, 2010.

Trevor Belmont

Angela

Dracula

Death

Saint Germain

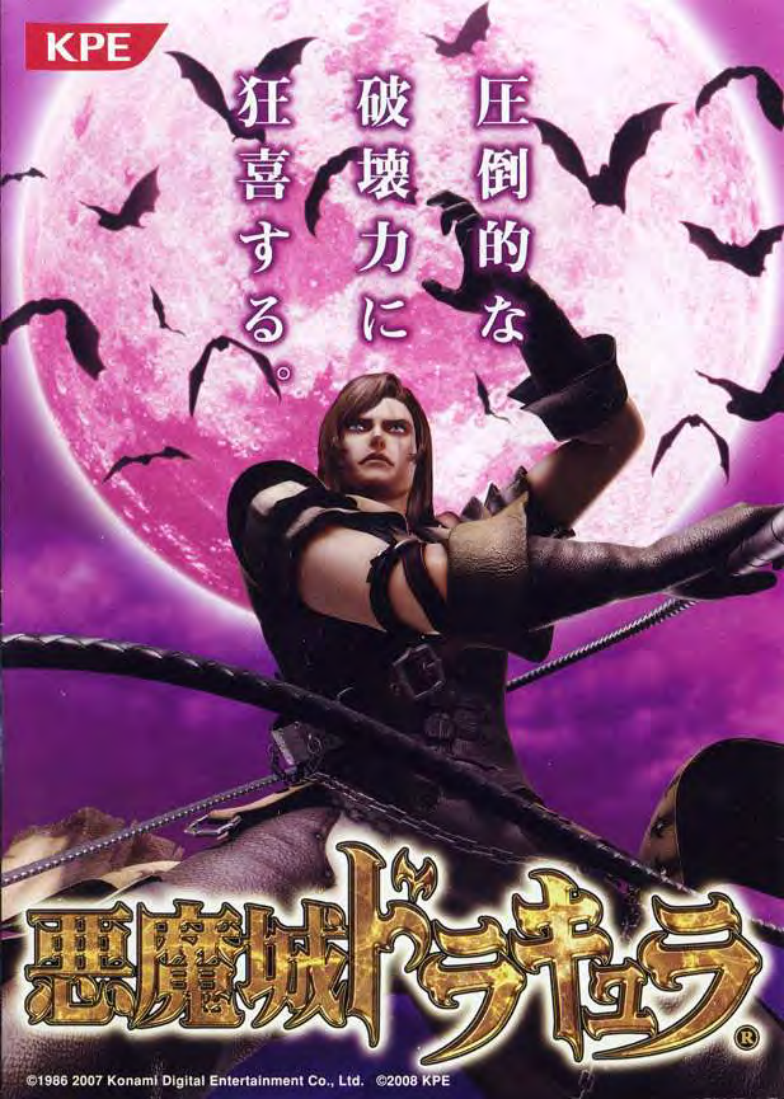
Zead

Succubus

Isaac

Medusa

Skeleton


KPE
圧倒的な
破壊力に
狂喜する。
悪魔城ドラキュラ®
©1986 2007 Konami Digital Entertainment Co., Ltd. ©2008 KPE

ゲームフロー

通常ステージ

ボーナス

BIG BONUS 純増約260枚

REG BONUS 純増約45枚

チェリー入賞

小役同時抽選期待度

低 高

ドラキュラとの果てし無き戦いへ!!

チャレンジゾーン(RT)

通常ステージ(RT中はパネルが赤に変化)

チェリーを回避してART昇格を目指せ!!

カウントダウンミッション

3択チェリーを一定ゲーム数回避すると!?

昇格

転落

バトルゾーン(ART)

螺旋階段ステージ

純増:+1.1枚/1SET:30G

敗北しても復活の可能性あり!!

逃亡

ドラキュラバトルステージ

敗北...

勝利!!

ドラキュラに負けない限りART継続!!

通常ステージ

マップ演出

コンパスが動くと
マップ演出へ

ステージ移動
or
連続演出へ発展!!

高確モード

背景が赤い時のボーナスは
ART高継続率のチャンス!!

背景が赤い時は!?

コンパスが動くと!?

アイテム演出

アイテムBOXから飛び出す
アイテムで小役報知

シンボル出現で連続演出へ発展!!

十字架

獲得した十字架の数が多ければ多いほどART突入率アップ!!
Max(6個)点灯時はART突入率100%!!

6個集めれば
ART
突入確定!!

ステータスパネル

色の変化に
注目!!

チャレンジゾーン中はパネルが赤

天井中はパネルが紫

ボーナス

戦略次第で チャンス拡大!! プレイヤーの選択が道を拓く!!

BIG BONUS

純増 約260枚

ボーナスゲーム中に が成立すると!?

勘を頼りにナビをストック!!
チェリーチャレンジ

BB中、3択チェリーが入賞すると
チャレンジゾーンでの
パンク回避をナビ!!

アンジェラの微笑みをゲット!!

チャレンジゾーンで
ナビを使い切らなかった場合
余った分は次回以降に持ち越しよ!!

BB消化のポイント

獲得枚数アップ!!

ケース1 獲得枚数にこだわる人は...

BBは348枚を超える払い出しで終了!

12枚 | 5枚 | 1枚

払い出し枚数が少なくなってきたら、
小役を戦略的に組み合わせ獲得枚数を増やせ!!

ケース2 チャレンジゾーンでのチェリーナビが欲しい人は...

ベル以外をはずしてボーナス消化ゲーム数を増やせ!!
チェリーチャレンジ発生の可能性を増やし、
チェリーナビをストック!!

ART自力昇格へのカギ!!

REGULAR BONUS

純増 約45枚

フラッシュすると!?

ハズレ当選でリールが
フラッシュ!!
ART継続率アップの
チャンス!!

バトルゾーン ART

前半の「螺旋階段」と後半の「ドラキュラバトル」の2ステージ。

【螺旋階段ステージ】

【称号】

バトル数に応じて
称号が変化!
打ち方によって獲得できる
レアな称号もアリ!!

【ナビ】

を完全報知!! ナビが出たら要目押し!!

【BGM】

バトル10回継続ごとにBGMが変化!
**あの懐かしの音源が鳴れば、
次回ART継続が確定!!**

コウモリナビに注意!!

チェリー成立時には、赤／青／黒のコウモリナビが発生!
目押しでチェリーを回避!! ※すべて左リールを要目押し!!

【ドラキュラバトルステージ】

先に話すのは!? **螺燭(らそく)の向こうに現れたのは!?**

CHANCE!! ラルフが先に話せばチャンス!!

ラルフが現れれば継続確定!!

ラルフが攻撃!! **ラルフ vs ドラキュラ** **ドラキュラの攻撃!!**

CHANCE!! 強攻撃ならチャンス!!

CHANCE!! 弱攻撃ならラルフが耐える可能性大!!

勝利!! 逃亡!! 敗北…

ボーナス確定!! ART継続!! 復活!!

ドラキュラに負けない限りART継続！最高継続率99%!!

チャレンジゾーン RT

チャレンジゾーン中の
チェリー成立時には
白コウモリでナビ!
自分の勝を頼りに
3択チェリーを回避!!

BB中のチェリーチャレンジに成功していると、
成功した回数分だけ、チェリーの色をナビ!!

ボーナス終了後のステージに注目!!

ART突入までのゲーム数

リプレイタイムはボーナス終了後、
またはバトルステージ敗北後に突入する。

ART自力昇格まであと少し!!

カウントダウンミッション

カウンターが少ないほど
チャンス大!!

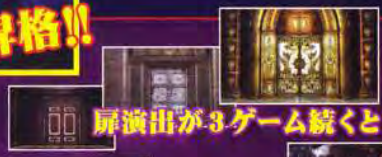
スケルトンを全滅させて
ART自力昇格を目指せ!!

カウンターが"0"に
なると…

ARTへ昇格!!

マップ演出で
ステージ移動すると!?

満月演出で
ステージ移動すると!?



扉演出が3ゲーム続くと!?

コウモリ通過が
3ゲーム続くと!?

ステージ移動系
演出がアツい!!

ART昇格チャンスは他にもたくさん!!

チェリーを回避してART昇格を目指せ!!

小役か？十字架か？発展か？

全ての演出から連続演出へ発展の可能性が!!

「セクシーショット演出」の場合

他の演出にも同様のチャンスあり!!

連続演出へ発展!!

十字架ゲット!!

小役ナビ!!

この演出パターンがアツイ!!

背中に「ドラゴンの紋章」が出現すればBONUS確定!!

セクシーダンス演出

連続演出への発展が確定!!

キャンドルラッシュ演出

ショート＆ロング「フリーズ演出」搭載!!

レバーON時にリールがフリーズしドラキュラの目が出現!!

2.5秒後・・・

ショートフリーズでもボーナス期待度約50%!?

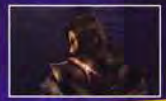
確定!!

ART継続率99%も確定!!

さらに!!

カットイン演出

レバーON時にカットインが発生するとボーナス期待度アップ!!



ボーナス期待度

連続演出

バトルミッション

次々と迫り来るボス達を斃(たお)せ!!

高

VS サキュバス
期待度★★★★

期待度

VS メディウサ
期待度★★★

VS 死神
期待度★★

低

アイザックミッション 期待度★★★

スケルトン殲滅ミッション 期待度★

トラップミッション 期待度★

出現順が変化すれば!?

Mission1:浮遊岩 ▶ Mission2:橋崩壊 ▶ Mission3:ギロチン

リール配列

役構成

BIG BONUS

348枚を超える払い出しで終了

純増約260枚

REGULAR BONUS

59枚を超える払い出しで終了

純増約45枚

12

5

1

1

1

REPLAY

リーチ目

チャンス目

順押し / ハサミ押し限定

ケータイに、アプリや待受画面などのデジタルコンテンツが続々登場!!!

『スロトレ! KPE』

提供:KPE株式会社

iMenu▶メニューリスト▶ギャンブル/懸賞▶パチンコ・パチスロメーカー▶「スロトレ! KPE」

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Known as Akumajō Dracula: The Arcade, or simply as Castlevania: The Arcade, this game was released in Japan on October 2nd, 2009. It received a European release later on that year, but as of yet has not seen a U.S. release. Castlevania: The Arcade was only the 2nd true arcade game for the franchise, coming 21 years after it's predecessor, Haunted Castle.

Castlevania: The Arcade features first person action where up to 2 players can grab a whip/gun control and slash/shoot at enemies that appear on the screen. Players choose between a generic Vampire Hunter, Lady Gunner, or Little Witch. The Vampire Hunter is also referred to as a Belmont, but was given no name. The game utilizes the E-Amusement Pass, which can be used to save progress during gameplay, and unlock features in this or other Konami arcade games. The gameplay is similar to light gun shooters such as The House of the Dead. Players utilize a special LED whip remote, which has 2 buttons. A top thumb button, which is used to activate the whip, prompting players to swing the remote at the screen to damage enemies. And a bottom button for the index finger, that is used to activate Sub-Weapons, such as knives or crosses. Sub-Weapons are refilled by collecting hearts (up to 25) strewn about each stage in the form of destructible candles and wooden crates. Some fans have speculated that Castlevania: The Arcade would eventually be released on the Nintendo Wii, due to its control compatibility. Also speculation of a possible PS3 release came about, when Sony unleashed the PlayStation Move, which is a motion-sensing game controller for that system. Despite all of this, Konami has remained silent as to whether or not Castlevania: The Arcade will receive a release on any video game consoles.

Vampire Hunter Belmont

Uses a whip and traditional Sub-Weapons

Lady Gunner

A wanderer from the east. She uses a gun and special Sub-Weapon bullets

Little Witch

A witch who uses magic Sub-Weapons

鞭で倒せ!!
悪魔城ドラキュラ

KONAMI
悪魔城ドラキュラ
THE ARCADE
KONAMI
悪魔城ドラキュラ
THE ARCADE

KONAMI

Based on the HIT Konami Brand
A classic story, an exiciting new concept

Castlevania

THE ARCADE

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New sensory game
with whip controller

2 player dedicated cabinet

Konami Digital Entertainment B.V.,
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e-mail: jauk01@konami.com
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Tel +44 (0) 208 987 5733 **Fax** +44 (0) 208 987 5734

Cabinet Dimensions (W x D x H): 2,135 x 2,285 x 2,120
www.konami.co.uk

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Sheer terror is at hand...

Now you're in the misty midst of Dracula's less than welcoming lair. There's no place to hide, no place to run. The only direction you can go is "dead" ahead into the darkness that is Castlevania.

With the taste for sweet revenge on the tip of his fangs, the blood thirsty prince of darkness hungers for a succulent delicacy, and your throat is definitely on his menu. But before you reach this host of horrors, you must risk your neck against multitudes of unearthly evils that lurk around every corner.

Released on December 28th, 2009 for the Nintendo Wii Virtual Console, Castlevania: The Adventure ReBirth is a remake of Castlevania: The Adventure, which came out 20 years prior on the Nintendo Game Boy. Christopher Belmont, the forefather to the legendary Simon Belmont is on a quest to destroy Count Dracula. Castlevania: The Adventure ReBirth takes place in the year 1576, which is 100 years after the events of Castlevania III: Dracula's Curse, and over 100 years before Simon Belmont takes on Dracula in the original Castlevania game. The Adventure ReBirth is a 2D side scrolling game, like the original Castlevania titles for the NES, SNES and Game Boy. The Adventure ReBirth improved upon its Game Boy predecessor, Castlevania: The Adventure in many ways. The game play and character maneuverability is much easier than the difficult controls from the original. The traditional Castlevania Sub-Weapons, which were left off the Game Boy version, were brought back on ReBirth. There are now 6 stages instead of 4, making the game last a little longer. The additional stages call for more enemies, and ReBirth has nearly 3 times the amount of enemies than the Game Boy title, including bringing in the classic ones that were left off the old game like Zombies, Medusa Heads and Skeletons. There are also double the amount of bosses including Death and Frankenstein, who were added this time around. The graphics are the biggest change in the remake, as expected since the original version was released for the Game Boy, which had black and white graphics. Like some of the old school Castlevania games, there is not a huge storyline, no dramatic cut scenes or anything like that. You basically work your way through all 6 stages killing anything in sight before you do battle with Dracula. Castlevania: The Adventure ReBirth costs 1000 Wii points, or $10.00, which is actually a bargain considering all that you are getting. And what you are getting is a classic throw-back Castlevania game which is reminiscent of the original NES titles. If you are a fan of the old style Castlevania games, or even if you are a newer fan of the series and want to see how it originated, this game is for you. Castlevania: The Adventure ReBirth is a challenging journey that should be experienced by any Castlevania fan who owns a Nintendo Wii. Playing the game will give you a better appreciation of the series, and its dynamic history.

 Christopher Belmont	More than 100 years before Simon Belmont's legendary battle against Dracula, Christopher Belmont, Simon's forefather sets out to Castlevania with one thing on his mind, defeating Count Dracula and destroying the castle in which he roams.
 Dracula	Count Dracula has fought against many legendary members of the Belmont clan, and Castlevania: The Adventure is no different as the Count does battle with the heroic Christopher Belmont, one of the first Belmont's to venture into Castlevania.

If you have the image sprites of these monsters to be added to this page, please email them

Enemy	Location
Armored Sentry	Stage 5
Bat	Stage 1, 2, 3, 5 & 6
Blood Skeleton	Stage 3, 4 & 5
Bone Pillar	Stage 3
Ectoplasm	Stage 3 & 5
Fishman	Stage 2
Flame-Spewing Skull	Stage 3
Fleaman	Stage 2 & 5
Ghost	Stage 5
Knife Lizard	Stage 4
Knight	2, 4 & 5
Large Rolling Eyeball	Stage 1, 4 & 5
Large Spider	Stage 4
Medusa Head	Stage 3, 4 & 5
Moa	Stage 2
Mutant Rat	Stage 2 & 4
Octo	Stage 2
Peeping Eye	Stage 4 & 5
Punaguchi	Stage 2, 4 & 5
Raven	Stage 1, 3, 4 & 5
Rolling Eyeball	Stage 1 & 3
Rope Skeleton	Stage 3
Skeledragon	Stage 3 & 4
Skeleton	Stage 1, 2, 3, 4 & 5
Skull Lord	Stage 4
Zeldo	Stage 3, 4 & 5
Zombie	Stage 1

If you have the image sprites of these monsters to be added to this page, please email them

Boss	Location
Amoebae	Stage 2 (mid boss)
Bone Dragon King	Stage 3 (mid boss)
Death	Stage 5
Dracula	Stage 5
Dracula (2nd form)	Stage 5
Dracula (3rd form)	Stage 5
Frankenstein	Stage 5 (mid boss)
Giant Eyeball	Stage 1
Giant Golem	Stage 4
Man-Beast	Stage 2
Phantom Bat	Stage 1 (mid boss)
Spectral Blade	Stage 3
Succubus	Stage 4 (mid boss)

Thanks to Zephadus for providing these images

Hold the Wii Remote horizontally.

	Controls during play	Controls on Menu Screen
	Player movement / Weapon aiming	Select
	Attack	Cancel
	Jump	Confirm
+	Secondary weapon	
	Pause game	

※For a detailed explanation, please refer to the instruction manual.
※You can also use a Nunchuk, Classic Controller, and Nintendo GameCube Controller to play.
Please refer to the instruction manual for details.

Wii リモコン横持ちで操作します。

	ゲーム中の操作	メニュー画面での操作
	プレイヤーの移動、攻撃方向	項目の選択
	攻撃	項目のキャンセル
	ジャンプ	項目の決定
+	サブウェポン	
	ポーズメニューの表示	

※遊び方や詳しい操作方法は、説明書をご覧ください。
※ヌンチャク、クラシックコントローラ、ゲームキューブコントローラでも操作できます。
詳しくは説明書をご覧ください。

Castlevania Pachislot was a popular game in Japanese arcades upon its release in 2009. A sequel was released on July 20th, 2010 titled Pachislot Akumajo Dracula II, or Castlevania Pachislot 2 as those in the U.S. refer to it. Pachislot 2 features most of the same cast from the original game, which was based on characters from Lament of Innocence and Curse of Darkness.

Pachinko is a very popular game in Japan, showing up in casinos and arcades all over the country. It is a cross between pinball and slot machines. You can click here and view the home page for the original Pachislot game for a better idea of the rules and game play. Many of Pachislot II's mechanics are inherited from the first Pachislot game. The player (Trevor Belmont) progresses through a series of quick time events in which the outcomes are always determined by the score achieved on the slot machine. Failing to line up similar items on the slot machine results in Trevor being defeated by the current boss. The goal of the game is to complete Zead's challenges (fighting Succubus, Wyvern, and Dullahan) before battling Death himself, followed by Dracula. The other 3 characters in the game are Angela, who made her Castlevania debut in the first Pachislot, and St. Germaine and Julia from Castlevania: Curse of Darkness.

Trevor Belmont

Angela

Dracula

Death

Saint Germain

Zead

Succubus

Julia

Dullahan

Wyvern

KPE
a member of konami group
赤の震撼!
DBBに狂喜せよ!
(ドラキュラ バトル ボーナス)
悪魔城ドラキュラII
「悪魔城ドラキュラII」商品説明資料
© Konami Digital Entertainment © KPE

Sales Point

型破りな新システムDBB（ドラキュラバトルボーナス）搭載

真のバトルボーナス、ここに極まる!
バトルが続く限り、1set平均140枚のDBB連は途絶えない!!

衝撃のロングフリーズ

前作の驚きが甦る!
DBB5set+次回「天国モード」!? 破格の連鎖に刮目せよ!!

液晶&サウンド

前作で高い評価を得た要素は、全てパワーアップして搭載!
さらに、液晶クオリティとサウンドは、パチスロでは考えられないレベルまで到達!!

Game Flow

通常ステージ

レア小役でステージアップ!?

脱衣室や水道橋でもチャンス!?

墓地からボスバトルに発展するとアツい!

好評の十字架システムが進化!
さらに駄賃の追加システムも登場!!

今作の十字架はDBB突入まで消えない!!

フクロウが持ってくるアイテムで期待度アップ!?

ボスバトル

ゼアドのカードで対戦相手が決まる!

対戦相手によって期待度が変化!

超絶美麗!

あのプレミアムキャラが出れば激アツ!!

カード枠側に出現しても期待度アップ!!

RB

8G間で青7を引き当てろ!

が揃えばDBBストック!?

青7が揃わなくても…
「新カウントダウンミッション」発動!!

表示されたゲーム数をハンター回避して完走すれば

DBBストック!?

いきなり無間回廊へ突入することも…!?

無間回廊

赤7を揃えて、DBB突入!!

スケルトンミッション

DBB大量ストックのチャンス!!

この扉を信じて

を揃え上!!

DBB連

Dracula Battle Bonus

1set 平均140枚

最大のストックチャンス! 螺旋階段ステージ!

高確ゲーム中はDBBストックの期待大!?

1度の上乗せで最大7set DBBストック!!

ドラキュラバトルへと発展!!

復活も継承!!

DBB連!?

Freeze

ロングフリーズの衝撃が進化して甦る…

DBB5set
＋
次回「天国モード」獲得!?

天国モードは激アツ!!

天国モード中はDBB突入率が大幅にアップ!

さらに! DBB終了後も…天国モードが1/2でループ!?

稼働促進system

前作好評の十字架システムが進化!!
フクロウ前兆からも目が離せない!!

サブウェポンシステム

フクロウが運んできたサブウェポンは
左下に表示される。

ナイフ＜斧＜聖水＜十字架の順で、
次回のバトル勝率を示唆!

種類によって勝率アップ!!

十字架なら激アツ!?

フクロウ

サブウェポンを運んでくるフクロウ。
特定の小役を引くたびに、飛び立つ素振りを
見せるフクロウ前兆。

飛ぶまでじらされ…
結局飛ばなかったり

飛んでもなかなか
戻ってこなかったり…

宝箱を持って帰還すれば
アイテムGET!?

十字架システム

あらゆる場面で
十字架GET!

十字架GET!

十字架GET!

MAX6個獲得すれば…
次回ボスバトル-RB後にDBB突入!?

十字架はDBB突入まで消えない!?

フクロウ前兆は、
じらされた方がアツい!!

飛び立つまでから戻ってくるまでのじらしが
長ければ長いほど、レアなサブウェポンをGETできる!?

Boss Battle 2
Wyvern
You Win
天空を支配する巨大飛竜
Wyvern
ワイバーン
Succubus
サキュバス
人の心を悪しき魅力で支配する淫魔
Succubus
You Win

Regular Bonus

エピソード映像満載!!

レバーONで予告音が鳴ったら

を狙え!!

ダブルテンパイは

アツい!!

RB中、 が揃えばDBBストック!?

無間回廊 Corridor of Inferno へ!!

が揃わなくても諦めるな!!

RB終了後、

新カウントダウンミッション へ突入!!

最大ゲーム数が短縮!!

MAX15G!!

パンクリプレイを回避せよ!!

完走できれば DBBストック!?

無間回廊 Corridor of Inferno へ!!

Boss Battle 1

再び立ちはだかる死の番人

Death

死神

Dullahan

デュラハン

無くした首を求めて彷徨う亡霊騎士

DBB「バトルステージ」
攻防により
継続を示唆!!
vs ドラキュラ
バトル継続でDBB連!!
vs D.A.
再び、玉座の間へ…
D.A.に勝利すれば
次回「天国モード」獲得!?

DBB「螺旋階段ステージ」

1set平均140枚!

1度の上乗せで最大7setのDBBストック!!

高確ゲーム中はDBBストックの期待大!?

スベリリプレイ成立で
DBBストックの高確ゲーム獲得!?
さらに! 上乗せもあり!!

Point
高確中はレア小役成立で
DBB大量ストックチャンス!?

Point
ハートの大きさで
DBBストック期待度を示唆!!

Point
マジハロ2でおなじみの
「きゅぴぴぴ~ん♪」でDBBストック!?

アイテムBOX
さまざまな特典が飛び出す!?

称号
前作よりバリエーション豊かに!!
約140パターン

ドラキュラとのバトルまで継続!!

無間回廊stage

疾走せよ！

押し順ナビに従って
押すだけでOK!

赤7が出現したら…

を

狙え!!

赤の衝撃を体感!

DBB突入!!

スケルトンミッション発生！

殲滅せよ！

己の勘を信じて

を揃えよ!!

ベルが揃えば揃うほど
DBBをストック!?

さらに！
全てベル獲得で

DBB大量ストック!!

DBB連
バトルが続く限り
DBBが継続!!
破壊転生
バトル継続!!
+1set 平均140枚
バトル継続!!
バトル継続!!
+1set 平均140枚
バトル継続!!
+1set 平均140枚
繰り返されるバトルは「熱狂」に昇華される。

機種情報

Dracula Battle

Regular Bonus

純増枚数 80枚

※一部のみ記載

Castlevania: Harmony of Despair is a multi-player game featuring characters, sprites, and locations from several different Castlevania titles. The story, such as it is, involves a cursed book called the Grimoire, in which the story of the evil citadel Castlevania is recorded. However the castle comes to life within the pages of the book, taking various forms from previous incarnations, and the heroes of the past, also recorded in the book and coming to life within its pages, must once again fight to put an end to the curse.

This story allows characters from eras ranging from 1797 to 2036 to come together in the same castle to fight evil. There is up to six-player online co-operative play, and while it is beneficial to stick together, as characters can perform powerful combo attacks together, players have the ability to wander the castle freely, regardless of the location of the other players.

Released on August 4th, 2010 for the Microsoft Xbox Live Arcade, and later on September 27th, 2011 for the Sony PlayStation 3, Castlevania: Harmony of Despair is the first multi-player online game for the franchise. Most of the elements including characters, enemies, music, weapons, armor, etc are all borrowed from previous Castlevania games. Upon its initial release, Harmony of Despair had 5 different playable characters to choose from, but since has expanded to 9 with downloadable content releases. While it is a multi-player game, you can also play it solo if you desire, however it was made with the idea that you would be relying on others to complete the game. When playing with others, you will be able to unlock secret areas of the castle and acquire more treasure. Harmony of Despair costs $15 on Xbox 360 or PS3, but the PS3 version gives you an additional chapter and 2 other characters that you would have to pay extra for as DLC on Xbox. Over the course of 6 months since it's initial release on Xbox Live, numerous Downloadable Content was released including music, additional characters, additional chapters, and more. At first glance, Harmony of Despair looks like the DS and Game Boy Advance titles that have been able to mimic the success of Symphony of the Night. However the game play is a little different as you are given complete access to the castle immediately, unlike the SOTN style games in which you map the castle as you progress through it. Castlevania: Harmony of Despair is definitely unique when compared to other games in the franchise. While it has its good moments where game play is reminiscent of recent classics like Order of Ecclesia or Dawn of Sorrow, it also has its bad moments involving playing online. You can run into issues during online play that can become very frustrating. An individual on your team could be a weak Castlevania player who forces others on the team to compensate for his or her lack of skills. Other teammates may not own a headset, which is almost required in order to communicate effectively during game play. Overall Castlevania: Harmony of Despair is a decent game, and worthy of being part of the Castlevania franchise. If you can overlook or easily deal with any problems that occur during online play, you will find yourself on an enjoyable quest through several levels, battling many enemies and bosses of Castlevania games of the past.

Alucard

Shanoa

Soma Cruz

Jonathan Morris

Charlotte Aulin

Julius Belmont
(Downloadable)

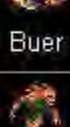
Yoko Belnades
(Downloadable)

Richter Belmont
(Downloadable)

Maria Renard
(Downloadable)

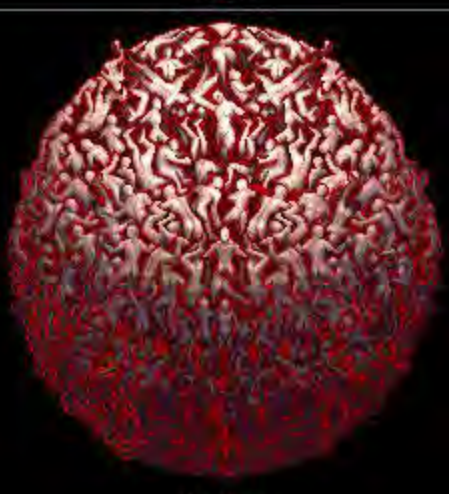
Simon Belmont
(Downloadable)

Getsu Fuma
(Downloadable)

Enemy	Description	Location
Aliorumnas	Witches banished by the Gothic kin Filimer	Chapter 2, 4, 5, 6
Amalaric Sniper	A fallen angel who is now a fearsome archer	Chapter 1
Axe Knight	A zombie warrior in heavy armor, equipped with a devastating axe	Chapter 1, 2, 3, 4, 5, 7
Bat	A bloodsucking bat that lurks in the castle	Chapter 1
Bone Pillar	Stacked dinosaur skulls, animated by a demonic force	Chapter 1, 2, 3, 7
Buer	A beast with many legs	Chapter 5, 6, 7
 Cave Troll	A blood-sucking beast that extracts the entrails of cows with its tongue	Chapter 3, 4, 5
Creature	An artificial being created by a mad scientist	Chapter 4
Dead Warrior	A dead knight whose spirit still lusts for battle	Chapter 5
Disc Armor	An armor-clad soldier that is an expert in throwing giant circular blades	Chapter 5, 6
Dullahan	A beheaded knight who carries his own severed head	Chapter 4, 6, 9
Ectoplasm	A substance created by souls who cannot rest	Chapter 2, 6, 7
Final Guard	An elite warrior chosen to guard key areas in the castle	Chapter 6, 7
Fire Demon	This demon is the master of all-consuming flame	Chapter 3, 4, 7
Fishhead	The skeletal remains of a fish animated by dark power	Chapter 8
Fleaman	A sinister little man who leaps about as if he were a flea	Chapter 1, 3
Frozen Shade	A wraith that can freeze the air	Chapter 2
Gaibon	A fiend that serves the Grim Reaper.It can spit fire while flying	Chapter 9
Ghost	A small spirit doomed to wander the castle grounds for all eternity	Chapter 1, 7
Glasya Labolas	A demonic dog with large powerful wings	Chapter 2, 3, 4, 7
Gurkha Master	An armored warrior with a knife of the same name	Chapter 1 - Hard, 5, 6, 7
Harpy	A vicious bird-like creature with the head and torso of a woman	Chapter 5, 7
Imp	A tiny demon who loves mischief	Chapter 2, 3, 4, 5, 6
Killer Fish	An ancient, man-eating fish. Rumored to be quite tasty	Chapter 8

Enemy	Description	Location
Lerajie	An evil hunter who uses ricocheting bullets to kill from afar	Chapter 4, 5, 6
Malachi	A pagan being from ancient times who strikes fear in anyone he meets	Chapter 5, 6, 7
Man-Eating Plant	A carnivorous plant that grew and developed a taste for human flesh	Chapter 2, 9
Medusa Head	A monster created in great numbers from the head of Medusa	Chapter 5, 6
Merman	Half fish, half man, and all monster. It hunts prey near the water	Chapter 1, 9
Mimic	A creature that disguises itself as treasure, then awaits its prey	Chapter 1 - Hard, 2, 3, 4, 5, 6
Minotaur	A creature with the head of a bull and the body of a man	Chapter 1, 3, 4
Moldy Corpse	A human consumed by evil after eating a cursed mushroom	Chapter 2, 7
Mummy	A mummified warrior, buried in a tomb to protect his king	Chapter 7
Nova Skeleton	Holes were drilled in his head to implant psionic powers	Chapter 5, 6, 7
Peeping Eye	A creature that keeps watch in the castle	Chapter 1, 3, 5
Persephone	The count's demonic maid. She seems to have bought a new vacuum cleaner	Chapter 2, 4
Sea Demon	An evil demon of the sea, skilled in an ice magic	Chapter 2 - Hard, 5, 6
Skeleton	A skeletal corpse controlled by magic	Chapter 1, 2, 3, 7
Skeleton Gunman	A skeleton warrior armed with an old musket	Chapter 5
Slogra	A fiend that serves the Grim Reaper. It fights on the ground with a spear	Chapter 9
Specter	An eternally wandering spirit, consumed by hatred	Chapter 6
Spittle Bone	A four-legged skeleton that crawls on walls	Chapter 1, 2, 4, 5
Succubus	A demon that assumes the form of a beautiful maiden to drain vitality	Chapter 2, 6
Thunder Demon	This demon manifests its fury in thunderous peals	Chapter 6
Treant	An ancient tree animated by a purely malevolent will	Chapter 2, 9
Ukoback	An enraged demon whose body is engulfed in flames	Chapter 8
Une	An eerie plant that feeds on blood	Chapter 2
Warg	Wolves which guard the caslte entrance	Chapter 9
White Dragon	The bones of a long-necked dinosaur, animated by a demonic force	Chapter 2, 3, 7
Witch	A spellcaster who rides an enchanted broomstick	Chapter 4
Yorick	A skeleton that ceaselessly chases its own skull	Chapter 2, 7
Zombie	An animated corpse	Chapter 1, 9

Enemy	Description	Location
R. Axe-Man	An ancient castle guardian. Wields axes	Chapter 10
R. Bat	A old-hat bat that has taken up residence in the castle	Chapter 10
R. Black Knight	An ancient castle guardian	Chapter 10
R. Black Leopard	A dark predator that has lived in the castle for ages	Chapter 10
R. Dragon Cannon	The revived skulls of ancient dinosaurs	Chapter 10
R. Eagle	First-class travel for hunchbacks in a hurry	Chapter 10
R. Fish Man	A monster that lives in the waters around the old castle	Chapter 10
R. Ghost	A lost soul that has wandered the castle since ancient times	Chapter 10
R. Hunchback	A diminutive foe who perfected the art of leaping long ago	Chapter 10
R. Medusa	Monster heads created by Queen Medusa	Chapter 10
R. Raven	An evil raven that enjoys the taste of human flesh	Chapter 10
R. Red Skeleton	A skeleton warrior that has absorbed blood. It can regenerate	Chapter 10
R. Skele-Dragon	A fossilized dinosaur brought to life through magic	Chapter 10
R. Skeleton	An ancient skeleton brought to life by mystical forces	Chapter 10
R. Zombie	The remains of some visitor to the castle from long ago	Chapter 10
Flying Flower	A demon plant that leaps about in search of water	Chapter 11
Gyropyre	A feisty demon that carts around a wheel of fire	Chapter 11
Hellmont	Some say this is what happened to Simon Belmont in the end	Chapter 11
Kung Fugu	Tends to get all puffed up over nothing	Chapter 11
Peepilliary	A rather unhealthy looking demon eye	Chapter 11
Pejora's Mask	A demon whose hobbies include spinning, rotating, and turning	Chapter 11

Boss	Description	Location
Astarte	A woman of irresistible beauty. No man can defy her will	Chapter 7
Beelzebub	Beelzebub Lord of the Flies	Chapter 9
Brauner	An artist who became a vampire and renounced humanity	Chapter 4
Death	Dracula's confidant	Chapter 5
Dracula	The true master of the castle	Chapter 6
Dracula (2nd form)	The true master of the castle	Chapter 6
Dracula (3rd form)	The true master of the castle	Chapter 6
Gergoth	A once-gentle beast, warped by magic and driven mad by imprisonment	Chapter 1
 Legion	The one who is many	Chapter 8
Menace	A humongous amalgamation of powerful demons	Chapter 3
Puppet Master	The cursed king of dolls and master of manipulating dimensions	Chapter 2

Boss	Description	Location
R. The Count	The most legendary of all vampires	Chapter 10
R. The Creature	A creature made long ago by a very foolish man	Chapter 10
R. Grim Reaper	Dracula's servant for as long as any can remember	Chapter 10
R. Mummy Man	An ancient king who sought life after death	Chapter 10
R. Phantom Bat	A giant bat whose symbolic ties to vampires strikes fear in all	Chapter 10
R. Queen Medusa	A legendary monster that petrifies with a single gaze	Chapter 10
Chimyriad	Three ninjas who have transformed into a half dragon, half demon	Chapter 11
Decapiclops	An accursed skull with only one eye	Chapter 11
Ooxocutioner	A bovine corpse that commands a deadly ring of spinning swords	Chapter 11
Ryukotsuki	A fiend who hails from the deepest pits of hell	Chapter 11

Achievement	Description
Bone Cold Justice (10)	Defeat an enemy by hitting back a Skeleton's bone
Boned (20)	Defeat a boss with 5 players in skeleton form
Grasshopper (20)	Jump kick 30 times in a row without touching the ground
Grim Synergy (10)	Defeat a boss using a Dual Crush
Hunter Legend (30)	Complete Hard Mode
Lifeguard (10)	Bring a comrade back from the dead
Pack Rat (20)	Collect 300 different types of items
Poetic Justice (15)	Defeat an ally who has been seduced by the enemy
Slaughtervania (20)	Rack up 10,000 enemy kills
Slick Kick (10)	Defeat a boss using sliding
Vampire Hunter (15)	Destroy the lord of Castlevania
Wicked Deep Pockets (20)	Amass 1,000,000 gold

The following Downloadable Content has already been released

Playable Characters
- Julius Belmont (from Castlevania: Dawn of Sorrow)
- Yoko Belnades (from Castlevania: Dawn of Sorrow)
- Richter Belmont (from Castlevania: Rondo of Blood)
- Maria Renard (from Castlevania: Rondo of Blood)
- Simon Belmont (from Castlevania)
- Getsu Fuma (from Geta Fuma Den)

Chapters
- Chapter 7: Beauty, Desire, Situation Dire
- Chapter 8: The One Who Is Many
- Chapter 9: Lord of the Flies
- Chapter 10: Origins
- Chapter 11: The Legend of Fuma

Enemies
- Mummy (Chapter 7)

Bosses
- Astarte (Chapter 7)
- Legion (Chapter 8)
- Beelzebub (Chapter 9)
- R. The Count (Chapter 10)
- Ryu Kokki (Chapter 11)

Weapons
- Badelaire (Sword)
- Belnades Staff (Other Attack)
- Doves Staff (Other Attack)

Armor
- Kalasiris
- Robe Decollete

Head Gear
- Royal Crown

Accessories
- Charm Necklace
- Miser Ring

Items
- Spoiled Milk

Souls
- Astarte
- Legion
- Mummy

Spells
- Delta Spark (Charlotte)
- Blue Splash (Yoko)
- Holy Flame (Yoko)
- Holy Lightning (Yoko)

Martial Arts
- Omnia Vanitas (Julius)
- Slide Jump (Richter)
- Somersault (Richter)
- Spin Kick (Richter)
- Tackle (Richter)
- Guardian Knuckles (Maria)

Music
- Pitiful Scion (Symphony of The Night)
- Invitation of A Crazed Moon (Portrait of Ruin)
- The Hidden Curse (Portrait of Ruin)
- An Empty Tome (Order of Ecclesia)
- Pitch-Black Intrusion (Dawn of Sorrow)

- Heart of Fire (Aria of Sorrow)
- Aquarius (Dracula's Curse)
- Slash (Rondo of Blood)
- Divine Bloodlines (Rondo of Blood)
- Simon's Theme (Super Castlevania IV)

- The Lost Portrait (Symphony of the Night)
- Poetic Death (Symphony of the Night)

- Dracula's Castle (Symphony of the Night)
- The Horde's Festival (Symphony of the Night)

- Vampire Killer (Castlevania)
- Nothing To Lose (Castlevania)

- Go! Getsu Fuma! (Getsu Fuma Den)
- Ryu Kokki (Getsu Fuma Den)

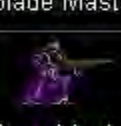
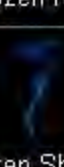
Castlevania: Symphony of the Night is considered by many to be the most popular game from the Castlevania series. Konami decided to release a puzzle game based off of SOTN for the iPhone, known as Castlevania Puzzle: Encore of the Night. The game was released on July 16th, 2010 in the United States, there was no Japan release. It is basically a cross between Symphony of the Night and the Puzzle Quest series, which are very popular and challenging puzzle games available on a variety of platforms.

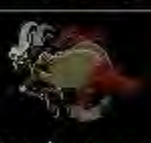
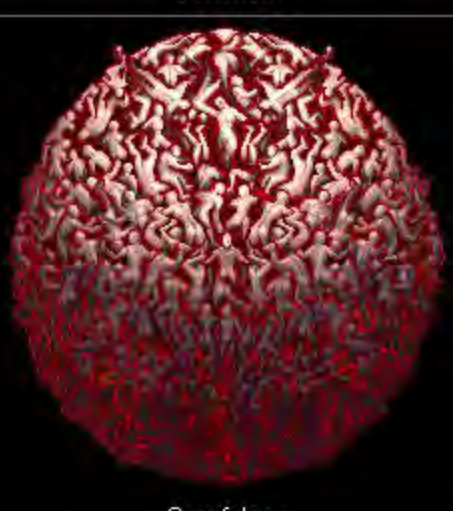
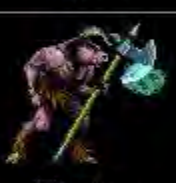
Castlevania Puzzle: Encore of the Night tells the story of Alucard, son of Dracula, who is drawn to Dracula's Castle to put a stop to his father's reign of terror once and for all. However, there are others who roam the castle, and not all is as it seems. The hero of the people, Richter Belmont, has seemingly turned to the dark side, and Maria Renard is searching for answers. Even Death himself has a say in your fate. The layout of the castle is similar to the one in Symphony of the Night, and it includes the save rooms. In this game the Librarian acts as a guide, providing you hints on where to go next. Several enemies and bosses from SOTN have come along to prevent Alucard from defeating his father.

The monster battles on Encore of the Night are much different from any previous Castlevania title. An hourglass in the middle shows how long each turn is, and if whatever damage you've accumulated through matches and combos is dealt to your opponent and to you. But winning or losing isn't simply achieved by filling up the play field. Your opponent's HP must be brought to zero. As you fight bigger and badder bosses, you'll need to attack with more vigor. If the play field gets filled and another attack is on the way (by means of blocks being sent to your opponent), then the game determines how many rows of blocks must be destroyed in order to accommodate the coming assault. The greater the number of blocks that are removed, the higher the damage. This means that huge comebacks are possible from either side. Aiding you are items, spells, weapons, armor, relics and more that you can give to Alucard to power him up. Like the other Castlevania RPG type games, Alucard levels up the more enemies he defeats. Every time you level up you can allocate ability points to different stats like strength, stamina, intelligence or luck. You can also allot points to different spell systems like Fire, Ice or Holy. These spells can be used in battle with different effects.

Being released only on the iPhone, not as many fans will get the chance to play Castlevania Puzzle: Encore of the Night, therefore it is not as popular as a lot of the console titles. The game was priced at $4.99 upon its release, however within a month it dropped to $1.99 due to poor sales, and by October 2010 it was down to 99 cents. Castlevania Puzzle: Encore of the Night tries to retain the feeling of being an action game, like SOTN was. However with all the aspects of a puzzle game mixed in, this game seems to be more appealing to fans of the puzzle genre, than to fans who are looking for a Castlevania action/adventure game. For only 99 cents though, this game is still worth a look to any Castlevania fan who owns an iPhone.

Alucard	Alucard, the son of Dracula.
Dracula	Count Dracula, Lord of Darkness.
Death	Dracula's most loyal servant and condidant.
Shaft	The dark priest.
Maria Renard	Seeks Richter's return.
Richter Belmont	Wayward vampire hunter.
Succubus	Dreamwalking Temptress.

Enemy	HP	Dropped Items	Location
Armor Lord	2000	Sirloin, Attack Potion, Holy Essence, Buffet Ticket	Royal Chapel
Axe Knight	100	Apple, Bananas, Leather Shield	Alchemy Lab Marble Gallery Outer Wall
Balloon Pod	175	Ice Cream, Hamburger, Meal Ticket	Long Library
Bitterfly	230	Hamburger	Underground Caverns
Black Crow	220	Ice Cream, Hamburger, Black Crow	Clock Tower
Blade Master	380	Hamburger, Meal Ticket	Long Library
 Bone Musket	90	Cheese	Outer Wall
Cave Troll	420	Ice Cream	Underground Caverns
Cloaked Knight	500	Turkey, Potion, Holy Sword	Royal Chapel
Dark Octopus	750	Turkey, Potion, Mourneblade, Opal Circlet	Underground Caverns
Dodo Bird	600	Hamburger, Ace of Skulls	Castle Entrance
Fish Head	100	Cheese, Frankfurter, Iron Shield	Underground Caverns
Fire Demon	420	Sirloin, Attack Potion, Holy Essence, Buffet Ticket	Royal Chapel
Flea Armor	400	Ice Cream, Hamburger, Meal Ticket	Long Library
Fleaman	30	Bananas, Cheese	Marble Gallery
Flea Rider	220	Hamburger	Castle Keep
Flying Zombie	120	Cheese, Iron Shield	Underground Caverns
Frozen Half	420	Turkey, Gold Circlet	Royal Chapel
 Frozen Shade	800	Turkey, Sirloin, Potion, Herald Shield	Underground Caverns
Gremlin	200	Hamburger	Underground Caverns
Harpy	255	Ice Cream, Hamburger, Holy Rod	Clock Tower
Imp	165	Ice Cream, Hamburger	Long Library
Malachi	900	Potion, Manna Prism, Mourneblade, Opal Circlet	Underground Caverns
Marionette	85	Bananas, Cheese, Four of Crosses	Marble Gallery
Medusa Head	130	Cheese, Frankfurter, Six of Skulls	Outer Wall
Merman	40	Apple, Cheese, Hide Curiass, Leather Hat, Alucart Shield	Castle Entrance
Nova Skeleton	540	Hamburger	Castle Entrance
Salem Witch	180	Frankfurter, Hamburger	Underground Caverns
Salome	140	Ice Cream, Hamburger, Seven of Crosses	Long Library
Schmoo	280	Ice Cream, Hamburger	Underground Caverns
Skelerang	100	Cheese, Frankfurter, Iron Shield, Five of Crosses	Underground Caverns
Skeleton	50	Apple, Bananas, Cloth Cape, Bandana, Three of Crosses	Alchemy Lab
Skull Lord	280	Ice Cream, Hamburger, Eight of Crosses, Holy Rod	Clock Tower
Slinger	-	Cheese, Frankfurter, Iron Shield, Rapier, Five of crosses	Underground Cavern
Sniper of Goth	420	Turkey, Potion, Five of Skulls	Royal Chapel
Werewolf	375	Hamburger, Shadow Essence	Castle Keep
Winged Guard	465	Turkey, Potion, Holy Sword	Royal Chapel
Yorick	320	Hamburger, Shadow Essence	Castle Keep
Zombie	20	Apple, Two Of Crosses	Castle Entrance

Boss	HP	Dropped Items	Location
Beelzebub	3550	None	Demon Corridor
Cerberos	1400	None	Castle Keep
The Creature	2750	None	Demon Corridor
Darkwing Bat	2200	None	Demon Corridor
Death	3200	None	Demon Corridor
Doppleganger	600	???	Outer Wall
 Doppleganger II	2700	Gurthang	Underground Caverns
Dracula	3800	None	Demon Corridor
Gaibon	300	Medal	Alchemy Lab
Galamoth	5666	Alucard Sword	Royal Chapel
 Granfaloon	3600	Twilight Cloak	Marble Gallery
Karasuman	950	None	Clock Tower
Lesser Demon	1300	None	Long Library
Medusa	2450	None	Demon Corridor
 Minotaur	800	None	Clock Tower
Olrox	3500	Alucard Mail	Marble Gallery
Richter	2550	None	Castle Keep
Scylla	2500	None	Underground Caverns
Shaft	3100	None	Demon Corridor
Succubus	1900	Gold Ring	Underground Caverns

Demon Corridor
Clock Tower
Castle Keep
Royal Chapel
Marble Gallery
Underground Caverns
Long Library
Outer Wall
Alchemy Lab
Castle Entrance
Boss
Safe Room
Next Area
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Castlevania
Puzzle

50 XP	Attain the Mooooo! Honor
100 XP	Attain the Battle Qualified Honor
100 XP	Attain the Family Heirlooms Honor
200 XP	Attain the Ferroucious Honor
500 XP	Attain the Say Your Prayers Honor
1000 XP	Attain the Follower of the Night Honor
1500 XP	Attain the Veins of Ice Honor
20000 XP	Attain the Son of Dracula Honor
2000 XP	Attain the Die In A Fire Honor
3000 XP	Attain the Shocking! Honor
8000 XP	Attain the Ready For Action Honor
Ankh of Life	Attain the Flush Honor
Blood Cloak	Attain the Pair Honor
Bloodstone	Attain the Senior Collector Honor
Diamond	Attain the Royal Flush Honor
King's Stone	Attain the Apprentice Explorer Honor
Lapis Lazuli	Attain the Straight Honor

Achievement	How to Unlock
Apprentice Explorer	Reveal 25% of the rooms in the entire game map
Battle Qualified	Defeat 10 enemies
Die in a Fire	Acquire all of items to complete the Die In A Fire Equipment Set
Family Heirlooms	Acquire all of items to complete the Family Heirlooms Equipment Set
Ferroucious	Acquire all of items to complete the Ferroucious Equipment Set
Flush	Acquire enough playing cards to achieve a Poker Hand Flush
Follower of the Night	Acquire all of items to complete the Follower of the Night Equipment Set
Moooo!	Acquire all of items to complete the Mooo! Equipment Set
Pair	Acquire enough playing cards to achieve a Poker Hand Pair
Ready for Action	Acquire all of items to complete the Ready For Action Equipments Set
Royal Flush	Acquire enough playing cards to achieve a Poker Hand Royal Flush
Say Your Prayers	Acquire all of items to complete the Say Your Prayers Equipment Set
Senior Collector	Acquire 6 unique playing cards
Shocking!	Acquire all of items to complete the Shocking! Equipment Set
Son of Dracula	Acquire all of items to complete the Son of Dracula Equipment Set
Straight	Acquire enough playing cards to achieve a Poker Hand Straight
Veins of Ice	Acquire all of items to complete the to complete the Veins of Ice Equipment Set

Castlevania - Lords of Shadow -

Darkness reigns the world...

The Earth's alliance with the Heavens has been threatened by a dark and malevolent force, the mysterious Lords of Shadow. Across this shattered land, the souls of the dead wander unable to find peace, whilst creatures of evil roam free wreaking chaos and death upon the living. Gabriel Belmont is a member of the Brotherhood of Light, an elite group of holy knights who protect and defend the innocent against the supernatural. His beloved wife was brutally murdered by the evil forces of darkness, and her soul trapped for eternity. Neither living nor dead she realizes the horrific truth of what is at stake and guides Gabriel to his destiny, and hopefully salvation for the world...but at what cost?

Thus, Gabriel must travel the destroyed world, defeating the evil tyrants in order to use their powers to bring balance back. Armed with the versatile Combat Cross, the world's last hope must encounter the three factions of the Lords of Shadow, and end their unholy rule.

Released on October 5th, 2010 for the Sony PlayStation 3, and the Microsoft Xbox 360, Castlevania: Lords of Shadow is the story of the heroic Gabriel Belmont, and his battle to save mankind from the darkness that is falling upon it, while avenging the death of his wife, Marie. Gabriel's wife was murdered by dark forces, and he has set out for revenge against the evil beings. Gabriel is sent by the Brotherhood of Light to search for an individual known as the Guardian of the Lake. The Brotherhood sent him there because they had dreamt that a message from his deceased wife Marie, awaits him at Lake of the Oblivion, and that this message will hold a clue to the world's salvation. Gabriel meets with the guardian, Pan, at the Lake of the Oblivion, where he tells him that there the living can communicate with the dead. With Pan's permission, Gabriel crosses the lake and communicates with Marie. She informs him that Spirits who founded the Brotherhood of Light are attempting to tell her that the power of the Lords of Shadow is the means to the world's salvation. After Marie disappears, a man from the Brotherhood of Light called Zobek introduces himself to Gabriel as an old acquaintance of Pan, who felt that Zobek should lend him assistance. Zobek states that a prophecy has been kept a secret by a select few, and that it tells of a pure-hearted warrior who will claim the Lords of Shadow's power to overcome evil. He says that they must enter the lands of the Dark Lords in order to unite the Heavens with the world again, and that with this Gabriel can bring Marie back from the dead. Gabriel decides to leave for the Land of Lycans and asks Zobek to go to the Land of the Vampires to prepare, and that afterward they should go onto the Land of Necromancers together.

Gabriel meets allies along his adventure, and also meets many enemies. Some of the evil beings he comes across are the vampires Brauner and Olrox, the devious Cornell, the dark and mysterious Carmilla, and her daughter Laura. He does battle with the most ferocious beasts and deadliest creatures known to man. He does this for name of the Brotherhood of the Light, for his wife Marie, and most importantly for all of mankind.

Castlevania: Lords of Shadow is technically a reboot of the series. It takes place in the year 1047, predating the events of Lament of Innocence, although Konami has stated that the game does not follow the established timeline. In a way, Lords of Shadow is the beginning of its own timeline, and it is uncertain if the previous one will return, or if this will be the new Castlevania storyline moving forward. Unlike previous Castlevania titles, the game was not produced by Konami within, but instead through a studio hired by Konami known as Mercury Steam. Lords of Shadow uses elements that many compare to previous video games like Gods of War and Shadow of the Colossus. Castlevania: Lords of Shadow ranks high in both action and adventure, and can be very challenging. Many Castlevania fans had mixed emotions upon its release, however it did seem to draw new fans to the series, which was more than likely Konami's ultimate goal. It has been often said that Castlevania: Lords of Shadow is a great game, but not recommended for Castlevania fans. The people who made those reviews may have been referring to Castlevania fans who admire Symphony of the Night, and all of its game play related titles for the DS and Game Boy Advance. Lords of Shadow was successful enough upon its release to garner a sequel, which is rumored to already be in the works, as well as downloadable content, which should be available soon. Overall, Lords of Shadow is a decent game which has proven that it is worthy of holding the name Castlevania. Symphony of the Night fans should keep in mind that past titles like Lament of Innocence and Curse of Darkness were also much different, and the franchise still endured success with their releases. Castlevania: Lords of Shadow is a compelling adventure into the unknown, which will keep many fans of the action video game genre on the edge of their seats, waiting to see what awaits them next.

Gabriel Belmont

As an infant he was found abandoned at the door of one of the Brotherhood of the Light convents. It is not known who his original parents were. Some suspect he was the unwanted bastard of a local wealthy landowner, most likely from the Cronqvist family, though this has never been proven. The Order named the boy after the blessed Archangel Gabriel and raised him as one of its own. A precocious child, quickly proved to be extremely talented, developing an unprecedented mastery of the fighting arts. Gabriel took the surname of Belmont from his love of mountains and the high places of the World.

Prone to dark moods and occasional ambivalence, Gabriel was deeply affected by the death of his childhood sweetheart, Marie. He has embarked on this quest at the request of the elders of the Brotherhood, and has a burning desire for revenge.

Zobek

If the chronicles of the Brotherhood are to be believed, Zobek is one of their longest serving warriors. The list of heroic deeds attributed to him is as impressive as his vast knowledge of the art of war. Despite his age, he can deploy might fighting skills.

His weapon of choice is a simple long sword, which he handles with great skill. Usually, he likes to wear the old-fashioned uniform of the Brotherhood of Light that, according to him, was inherited from one of his ancestors, one of the founding members of the Order.

Marie Belmont

Marie, the youngest daughter of a rich merchant family, was always attracted by the courageous nature of the Brotherhood of the Light; curious and lively, she often escaped her duties at home in the order to help the monks, baking and cleaning for them. During one of these visits she became acquainted with the boy that would later become her husband, an orphan by the name of Gabriel.

The two youngsters were made for each other; they grew up together and made promises for the future. These promises were kept when, one idyllic morning, with the blessing of both her family and the Brotherhood, the couple were married. Marie provided a good counterpoint to Gabriel's dark moods, and often just her laughter was enough to blow away the gathering storm within him.

Now Marie has been tragically murdered and Gabriel seeks revenge.

Pan

Classic folklore tells of a mystical spirit that inhabits untamed woodlands, protecting them from harm. Legends tell of different forms to this spirit: an eagle, a deer, a boar, or even a horse. Some portray Pan as an evil satyr, while others tell a story of a benevolent and powerful demi-god, servant of Mother Nature herself. But Mankind, in its arrogance, pollutes and destroys the world, and the old spirits depart, and soon Pan must choose his own fate.

Claudia

Claudia is a mute orphan girl who lives in the ruins of Agharta, the destroyed capital of a once-great civilization. The race that created the city lived very long lives, often over many centuries, and Claudia shares this trait. Having endured innumerable years in the dust and decay, she had developed telepathic powers by communicating with her loyal guardian, the Black Knight. This is an ancient form of communication favored by her ancestors. The strong bond that she has developed with her armed protector has saved them both on many occasions. Claudia is brave and carefree, unafraid to confront danger. Yet deep within is a sadness that will never leave her, the loss of her beloved father.

Vincent Dorin

The abbey at Wygol had always been a place of peace and mediation. The monks that inhabited it were considered great scribes, and their wonderfully crafted manuscripts made the abbey a destination for holy pilgrimage. The current abbot, Father Dorin, was an erudite scholar, devoted to the study of old texts retained in the abbey's vast library. Shutting himself away, he studied these ancient texts and prophetic scrolls for years, turning half blind and quite mad in the process. When the vampires came, he discovered a holy relic hidden deep in the library that kept evil creatures at bay. In order to preserve the holy books and himself, he banished everyone from the abbey and disassociated himself from his people, leaving them to their fate without protection.

Carmilla

Three founding members of the Brotherhood of Light were brave warriors who sacrificed their physical bodies in order to become spiritual beings, able to fight God's war against evil. They performed a mystical ritual to transform themselves into angelic creatures. Their intentions were honorable, but they were deceived and their spirits were fractured; their good sides were transported to Heaven as angelic beings, while their dark sides were left behind. The second of the founders, Carmilla, was a highly skilled healer, and her talents knew no equal.

When the spirit left her body that fateful night, her love for life and her purity were corrupted, giving birth to the Vampire Dark Lord.

Laura

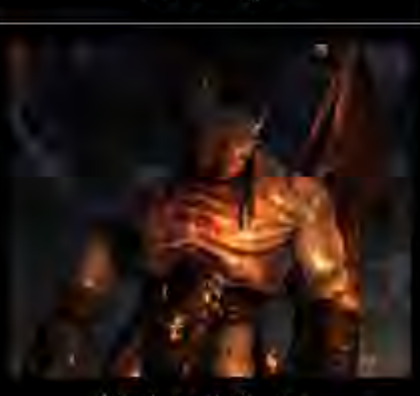
The child-like appearance of Laura has led many to their deaths, for she is a deceptive, ruthless killer who has murdered hundreds of innocents over many centuries to satiate her blood craving. Although she has the body of a child, she has the cunning and intellect of someone far older. She can be particularly cruel, often treating the killing of her victims as a game. However, when at rest and alone, she remembers a time long past, a time of warmth and comfort and a woman's beautiful voice singing to her as she sleeps, comforting her in the darkness, a life lost long ago.

Cornell

Like Carmilla, Cornell was one of the three founding members of the Brotherhood of Light whose good sides were transported to heaven as angelic beings, while their dark sides were left behind. Cornell was the youngest of the three, but he was also the strongest. Unlike his companions, he rarely used his magic powers, preferring to fight using a great sledgehammer that none but he could wield. On that fateful night, the spirit of Cornell left his body, and all the strength and anger left behind gave birth to the Lycanthrope Dark Lord.

Baba Yaga

This old hag is the subject of many a myth in popular folklore, mostly appearing as an evil witch who eats children and lives in the cabin that stands on a pair of chicken legs. Baba Yaga likes to brew a special tea made from extremely rare blue rose petals, which temporarily transforms this hideous old hag into a beautiful young woman. Although she sometimes helps people, it's usually very dangerous to ask her for a favor, unless you are very polite and can offer her something in return.



Lieutenant Brauner

This Vampire is a powerful demon, turned by the Dark Lord long ago. It is well known that young Vampires are bestial in appearance, but as they become stronger, they are able to regain human form. Indeed, many of the oldest Vampires are mistaken for high-born aristocracy. However, this creature was never human and thus cannot take that form. Rather, he is a spawn of Hell, possessing vampiric powers, which make him a formidable foe.

Commander Olrox

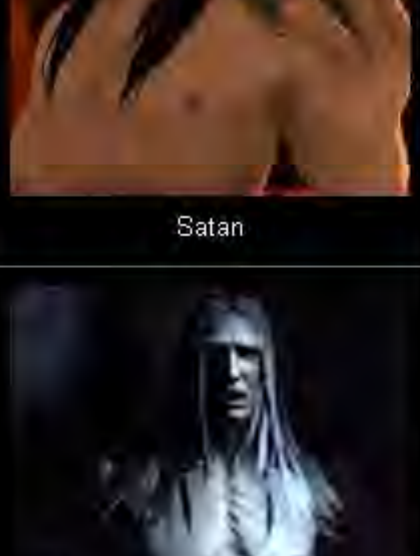
Another demon-spawned Vampire, he and his younger sibling were both inhuman before the Dark Lord found them and turned them. In fact, they didn't belong to this earthly plane at all, being lesser nether demons begat in the deepest corners of Hell. How they came into our world is still a mystery but what is known is that the Vampire Dark Lord found them and used her influence upon them.

Necromancer

Necromancy is the most evil of all the schools of magic and can only be performed by the followers of the Dark Lord of the Dead. Unlike vampirism and lycanthropy, the powers necessary to control the energies of deceased are not easily acquired. The Dark Lord only shares a small part of his power with his followers, who themselves must die in order to use the abilities given to them. Once dead, they become his thralls and their master is able to control them with his own considerable power.

Lord of the Dead

Lord of all the Dead, he is death personified and with his knowledge of the dark arts none may stand against him, living or dead.

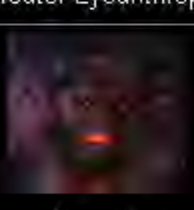
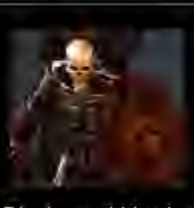
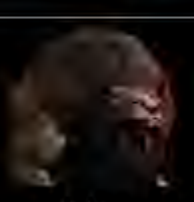


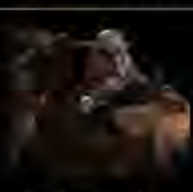
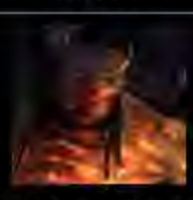
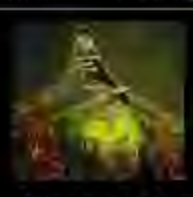
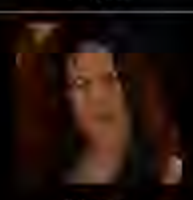
Satan

The real mastermind behind these events, the fallen angel Satan was cast down to Earth as punishment for his rebellion against God. Satan has been searching for a way to re-enter Heaven and crush the Almighty once and for all. The God Mask is said to bestow a power that is supposed to be a key to God himself; a power that makes its wearer God's vassal on Earth, and Satan has manipulated Zobek and the other Lords of of Shadow to acquire it for his own means.

Dracula

The lord of darkness appears at the end of the game. But it is uncertain as to what his purpose is, or who his true identity may be.

Enemy	Description	Locations
Animated Armor	Magical Armor that serves the Vampire Dark Lord	Chapter 5-4: Abbey Library Chapter 6-1: Castle Courtyard Chapter 6-3: Castle Hall Chapter 6-4: Refectory Chapter 7-3: Chromatic Observatory
Cave Troll	A big troll found in mountainous areas	Chapter 2-4: Waterfalls of Agharta Chapter 2-5: Agharta Chapter 2-7: Sanctuary Entrance Chapter 4-1: Mountain Fortress Chapter 9-1: Bones Forest
Chupacabras	Their real obsessions are magical relics	Chapter 4-1: Mountain Fortress Chapter 5-1: Veros Woods Chapter 9-1: Bones Forest Chapter 10-3: Fire Cemetery
Creeping Coffin	Creeping Corpses that jump into coffins	Chapter 10-1: Titan Graveyard Chapter 10-4: Crematory Oven
Creeping Corpse	In constant search for living creatures to devour	Chapter 10-1: Titan Graveyard Chapter 10-4: Crematory Oven
Deadly Toys	Laura, daughter of the Vampire Lord has brought these toys to life	Chapter 7-3: Chromatic Observatory
Ghoul	A creatures whose vomit is highly poisonous	Chapter 5-2: Wygol Village Chapter 5-3: Abbey Catacombs Chapter 5-5: Abbey Tower Chapter 6-4: Refectory
Giant Spider	One huge, deadly spider	Chapter 2-2: Underground Caves Chapter 2-4: Waterfalls of Agharta Chapter 2-6: Dark Dungeon Chapter 6-2: Maze Gardens
Goblin	Diminutive, mischievous and crabby creatures	Chapter 1-3: The Dead Bog Chapter 2-1: Enchanted Forest Chapter 2-2: Underground Caves Chapter 2-3: Labyrinth Entrance Chapter 5-1: Veros Woods
Greater Lycanthrope	Pureblooded Lycanthrope spawned directly from the Dark Lord	Chapter 2-3: Labyrinth Entrance Chapter 2-4: Waterfalls of Agharta Chapter 2-7: Sanctuary Entrance Chapter 3-1: The Three Towers
 Gremlin	Small, winged imps famous for causing havoc	Chapter 2-6: Dark Dungeon Chapter 5-4: Abbey Library Chapter 5-5: Abbey Tower Chapter 8-1: Outer Wall
Headless Burrower	Decapitated remains of the warriors from the Brotherhood	Chapter 9-1: Bones Forest
Lesser Lycanthrope	Once human, they have been poisoned with an infectious disease from the bite of another Lycanthrope	Chapter 1-1: Besieged Village Chapter 1-2: Hunting Pack Chapter 2-1: Enchanted Forest Chapter 2-2: Underground Caves Chapter 2-3: Labyrinth Entrance Chapter 2-4: Waterfalls of Agharta Chapter 2-5: Agharta Chapter 2-7: Sanctuary Entrance Chapter 3-1: The Three Towers
Mandragora	Mandrake roots gone bad	Chapter 6-2: Maze Gardens Chapter 9-2: Woes Moor
Naiad	Hands that come out of ripples in the water	Chapter 1-3: The Dead Bog Chapter 5-7: Castle Sewers
Reaper	A corporeal manifestation of Death itself	Chapter 11-1: Necromancer's Abyss Chapter 12-1: Final Fight
Scarecrow	A creature hellbent on destroying anything in sight	Chapter 9-2: Woes Moor
 Skeleton Warrior	Made by the human form of the Dark Lord	Chapter 5-7: Castle Sewers Chapter 6-1: Castle Courtyard Chapter 6-4: Refectory Chapter 7-1: Balcony Chapter 8-1: Outer Wall Chapter 10-1: Titan Graveyard
Small Troll	Small, strange looking troll	Chapter 2-3: Labyrinth Entrance Chapter 2-4: Waterfalls of Agharta Chapter 2-5: Agharta Chapter 4-1: Mountain Fortress Chapter 4-2: The Crow Witch Chapter 5-1: Veros Woods Chapter 9-1: Bones Forest
Swordmaster	A restless soul covered in rags	Chapter 4-2: The Crow Witch Chapter 7-1: Balcony Chapter 7-3: Chromatic Observatory Chapter 8-1: Outer Wall
Vampire Warrior	A deadly Vampire Warrior	Chapter 5-3: Abbey Catacombs Chapter 5-6: Brauner Chapter 6-1: Castle Courtyard Chapter 6-3: Castle Hall Chapter 7-1: Balcony Chapter 7-3: Chromatic Observatory Chapter 8-1: Outer Wall Chapter 8-4: The Throne Room
 Warg	Medium Werewolf	Chapter 1-2: Hunting Pack Chapter 2-1: Enchanted Forest Chapter 2-5: Agharta Chapter 3-1: The Three Towers Chapter 6-1: Castle Courtyard
Warthog	An uncontrollable monster	Chapter 2-3: Labyrinth Entrance Chapter 5-1: Veros Woods
Witch Child	Crow Witch Malphas' child	Chapter 4-2: The Crow Witch
Zombie	A walking corpse without a soul	Chapter 10-3: Fire Cemetery Chapter 11-1: Necromancer's Abyss Chapter 11-2: The Dracolich

Boss	Description	Locations
Black Knight Golem	Claudia's bodyguard, created by her father	Chapter 2-9: The Black Knight
Carmilla	Dark Lord of the Vampires	Chapter 8-4: The Throne Room
Commander Olrox	More dangerous than his younger sibling, Brauner	Chapter 8-3: Olrox
Cornell	Dark Lord of the Lycanthropes	Chapter 3-2: The Dark Lord of the Lycanthropes
Crow Witch Malphas	A huge crow that lunges her children at you	Chapter 4-2: The Crow Witch
Dracolich Titan	Creature made of bones from the deceased	Chapter 11-2: The Dracolich
 Evil Butcher	A butcher with a hunger issue	Chapter 6-4: Refectory
Gravedigger	Keeper of the army of the Necromancers	Chapter 11: Crematory Oven
Great Warg	Large Werewolf	Chapter 1-1: Besieged Village
Ice Titan	Buried deep below the surface of an ancient lake, waiting to be found	Chapter 1-5: Oblivion Lake
 Lieutenant Brauner	One of the Vampire Dark Lords elite generals	Chapter 5-6: Brauner
Lycanthrope Dark Lord	Cornell's final form, the personification of hate and violence	Chapter 3-2: The Dark Lord of the Lycanthropes
Mechanical Monstrosity	Dr Friedrich Von Frankenstein's experiment into artificial life	Chapter 7-2: Electric Laboratory Chapter 8-2: The Clockwork Tower
 Necromancer	Controls the energy of the undead and reaps havoc on the living	Chapter 11-1: Necromancer's Abyss
Ogre	An ancient species, as old as Earth itself	Chapter 4-1: Mountain Fortress
 Satan	The mastermind behind it all, cast down to Earth as punishment for rebellion against God	Chapter 12-1: Final Fight
Silver Warrior	Pan, once a god, now putting you on the right path for victory	Chapter 10-2: Fire Pinnacle
Stone Idol Titan	A powerful artifact created by Mage-Smiths	Chapter 2-8: Sanctuary of Titans
Swamp Troll	Subspecies of the larger cave troll	Chapter 1-3: The Dead Bog
Vampire Dark Lord	Carmilla's second form	Chapter 8-4: The Throne Room

These Tips came from Konami's official site

1. Secondary Weapons are very, very powerful. Using these in combat will pay huge dividends and make the game much easier. Each secondary weapon is strong or weak against certain enemies. Read you bestiary and check what enemy is susceptible to what secondary weapon. Find the right combination and a secondary weapon can give you a one hit kill.

2. Use Holy Water on undead enemies such as Vampires or Ghouls.

3. Use Daggers on Lycans.

4. Combine magic with your secondary weapons for devastating effects. Light Magic combined with Holy Water creates divine shield around the player granting temporary invulnerability.

5. Shadow magic with daggers will cause major damage to Greater Lycanthropes and any Werewolf type enemies.

6. Light magic combined with Fairies will devastate Sword Masters and Vampires, turning your fairies into powerful suicide bombs.

7. Use Dark Crystals on Bosses. It damages them greatly or use to clear an area without engaging in any combat.

8. Check your bestiary often. Important information is there for you to maximize your strategies.

9. If you are finding an enemy difficult to defeat, you might be using the wrong tactics. Some enemies are strong against certain items and magic. Check the bestiary.

10. Master sync block even bosses and Titans are susceptible and in the case of bosses can leave them open to counter attacks.

11. Dodge often and counter attack.

12. Never use the same attack over and over as some enemies will get wise to you and change tactics.

13. Stomp seems very weak but is actually very powerful against enemies who can attack you whilst airborne. using stomp means you can attack i the air out of reach, stomp and continue attacking on the ground and then in the air again.

14. Focus is the only way to keep the magic flowing. Stay focused and use the orbs to keep your magic in tip top condition.

15. If you are losing a fight over and over...go find some upgrades by revisiting previous areas and make yourself stronger then come back.

16. A good tactic is to stock up on secondary weapons before a boss fight. Break objects to get your stocks up.

Unlock Cheats Menu	(for PS3) Up, Up, Down, Down, Left, Right, Left, Right, O, X (for Xbox) Up, Up, Down, Down, Left, Right, Left, Right, B, A **Important:** Using Cheat Codes deletes your saved game and trophies **Available Cheats:** No Damage, All Relics, All Combos, All Gems, and All Upgrades
Solid Snake Bandana	Beat the game in any difficulty
Solid Snake Eye Patch	Beat the game in any difficulty
Vampire Wargame	Accept Laura's challenge and beat her at the Vampire Wargame during Chapter 6-3: Castle Hall. Check the "Extras" in the game menus for the unlocked game

Castlevania Pachislot 3 was released on February 6th, 2012 to Japanese arcades and casinos. The game features the cast of Castlevania III: Dracula's Curse. Looking at the trailer you can see Alucard, Trevor Belmont, and Sypha Belnades. Stay tuned for more details on this game as they are released. This section will also expand over the next few months when more media comes out. In the meantime check out the trailer, artwork, and wallpaper for the game.

Trevor Belmont

Alucard

Sypha Belnades

Dracula

Succubus

Doppelganger

KPE

e-SLOT

悪魔城ドラキュラ III

「悪魔城ドラキュラIII」商品説明資料

© Konami Digital Entertainment © KPE

悪魔城ドラキュラ

悪魔城ドラキュラ

悪魔城ドラキュラ

新生悪魔城

セールスポイント

新上乗せ方式「STラッシュ」!!
悪魔城RUSH

連発するARTへの入口!!
悪魔城CHANCE

超フルスペック! 4つの上乗せエンジン!!
クアドランステム

GAME FLOW

通常

前兆!? 高確!?

高確

ハズレでも
悪魔城CHANCE突入率が
大幅UP!!

ステップアップフリーズ

フリーズの長さにより 揃いの
期待度が変化!!

が揃えば、
BIG+ART+悪魔城RUSH!?

悪魔城CHANCE

継続ゲーム
10G×α

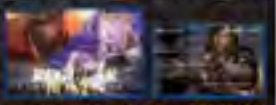
突入メイン役が だからこそ実現!
驚異のART突入率!!

扉を開けるキャラクターで
期待度が変化!!

毎ゲーム全役でART突入抽選!!

ボーナス

ハズレを引く度に
ART&悪魔城CHANCE突入の
W抽選!!



ハズレ時にART突入!?

さらに! 終了後は高確以上濃厚!?

ART

純増1.4枚
1set約50G

4つの上乗せエンジン!
クアドランステム

ST式 悪魔城RUSH

揃いで
ゲーム数上乗せ+RUSH再スタート!?

全小役50%以上で
ゲーム数上乗せ!?

ST式悪魔城RUSH中
全小役100%
ゲーム数上乗せ!?

ゲーム数上乗せ式

最大300G上乗せ!?
豊富な上乗せ演出!!

ストック式

最大5setストック!?
安定の継続力!

継続率式

ART継続の
ラストチャンス!!
ドラキュラ逃亡でART継続!?

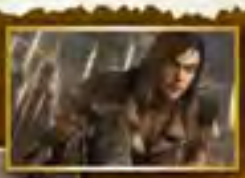
通常ステージ

前兆!?　高確!?

高確以上なら
赤背景に!?

高確なら・・ハズレでも
悪魔城CHANCE突入率が大幅UP!!

トラップミッションが発生すれば
悪魔城CHANCEへの期待大!!



多彩な演出群!

ステップアップフリーズ

フリーズの長さにより
悪魔城ドラキュラの期待度が変化!

サイファまでいけば
BIG以上!?

が揃えば

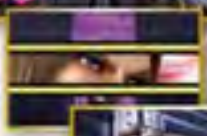
BIG+ART+悪魔城RUSH

さらに!　50%でSUPER悪魔城RUSHに昇格!?

悪魔城CHANCE

毎ゲーム全役でART突入抽選!!

継続ゲーム
10G×α



でART突入のチャンス!!
もちろん、レア役でも大チャンス!!

ガーゴイルの
腕が光れば!?

魂星雫の数が
多ければ!?

扉を開くことができれば
ART突入!?

扉を開けるキャラクターで
期待度が変化!!

扉が閉じても復活の可能性が!!

毎ゲーム継続抽選だから
アツくなれる!
10G・20G・30G…

ARTに突入しなくても…
悪魔城CHANCEが連発する!?

ボーナス

BIG BONUS
純増約205枚

リールが
V字に点灯すれば激アツ!!

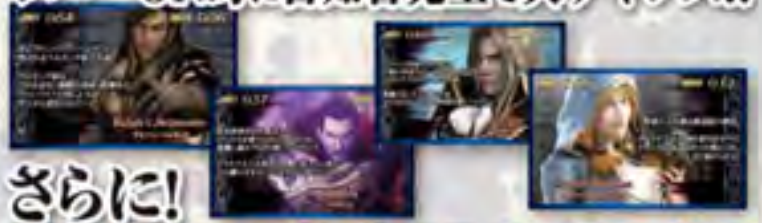
ハズレを引く度に
ART&悪魔城CHANCEのW抽選!!

十字架が5つ点灯で
悪魔城CHANCE or
ART突入!?

6つ点灯ならART突入!?

REG BONUS
純増約54枚

ハズレ時はART突入!?
レバーON時に告知音発生で大チャンス!!



さらに!
終了後は高確以上濃厚!?

BIG・REG共通

ボーナス終了画面に今作も秘密が!!

クアドラシステム

ART

純増1.4枚　1set約50G

螺旋階段ステージ

月の状態で突入期待度を示唆!!

押し順ナビの概念が変わる「チャンスゾーン」!

が揃えば
悪魔城RUSH突入!?

残りゲーム数が0になれば
ドラキュラバトル発生!!

悪魔城RUSH

残り10Gから始まるカウントダウン!!

悪魔城RUSHは突入しやすく、連続性あり!!

ドラキュラバトルステージ

ART継続のラストチャンス!!

ドラキュラ逃亡でART継続!?
バトル勝利でボーナス獲得!?

悪魔城RUSH

なんと! 1/10で成立!?

20 Combo
15 Combo
10 Combo
5 Combo
3 Combo

STラッシュ

10ゲーム以内に[redacted]が揃えば
ゲーム数上乗せ+再スタート!?

全小役50%以上でゲーム数上乗せ!?

SUPER悪魔城RUSHなら全小役100%ゲーム数上乗せ!?

プレミアムステージなのに破格の突入率!

驚異の1/200

さらに! 終了後も連続性あり!!

e-SLOT

ファン待望のモバイル端末連動機能を新搭載!!
充実のやりこみ要素で長期稼働を支援します!!

※画像は全て開発中のイメージです

e-SLOTとは?

バチスロとモバイル端末で連動して遊ぶサービス機能。「悪魔城ドラキュラ Ⅱ」では、お馴染みの称号コレクションに加え、大人気の楽曲からBGMカスタムを可能にするなど、様々な機能でプレイヤーに楽しみを拡げて頂き、長期稼働を支援していきます。

BGMカスタム

ART中のBGMを自分で選択!
選べる曲数は全10曲の名曲揃い!

称号コレクション

シリーズお馴染みの称号コレクションが、遂にモバイル端末で登場!

カウンター機能

単なる小役のカウントだけでなく、ARTの詳細データなど機種独自の要素もカウント可能!

ミッション

100のミッションをクリアせよ!
ミッション達成でデジタルコンテンツ獲得!

- 中段チェリーを出した
- サキュバスに勝利
- BIG5回達成
- 1,000ゲームに到達
- 2ゲーム連続上乗せ

ランキング

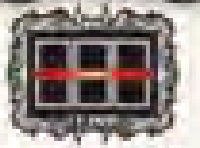
悪魔城RUSH中のゲーム数上乗せやスコアランキングなど新感覚のランキング機能搭載!

デジタルコンテンツ

サウンドにこだわるKPEならではの録りおろし音ボイスや待ち受け画像など、豪華満載!

「e-SLOT」は、今後もプレイヤーが望む機能を随時追加して進化し続けます!!

機種情報



リール配列

基本スペック

	BIG BONUS	REG BONUS	ボーナス合算	ボーナス+AT合算	機械割
設定1	1/385.5	1/771.0	1/257.0	1/178.8	97.3%
設定2	1/385.5	1/720.2	1/251.1	1/171.7	99.3%
設定3	1/381.0	1/689.9	1/245.5	1/164.6	101.0%
設定4	1/372.4	1/655.4	1/237.4	1/154.1	104.6%
設定5	1/366.1	1/636.3	1/232.4	1/142.2	108.3%
設定6	1/360.1	1/601.2	1/225.2	1/130.7	112.1%

役構成

純増 約283枚

306枚を超える払出しで終了

純増 約54枚

72枚を超える払出しで終了

・・・9

・・・4

・・・2

REPLAY

※上記の役構成は見た目のものとなります。実際の役構成とは一致しません。

主な役の当選時停止操作

※順押し・ハサミ押し限定

本書籍は、ホール様を対象とした遊技機の仕様説明などに執行為を補助する目的で作成されています。
本書内に記載された文言・画像等を営業活動における最適な目的に適宜の制度に転用すると著作権侵害に抵触する恐れがあります。

Initially set 25 years after the events of Castlevania: Lords of Shadow, Mirror of Fate will reveal the story of Gabriel's descendants, as they battle their own destiny in each era only to discover their true, shocking fate.

Trevor Belmont, a knight of the Brotherhood of Light, sets out to avenge the death of his mother, at the hands of his own father, who has now returned from years of exile to take up residence in a mysterious castle. What was once Gabriel Belmont is now a powerful vampire called Dracula.

Dracula has declared war upon the Brotherhood and thus the scene is set for a cataclysmic showdown between father and son!

Castlevania: Lords of Shadow - Mirror of Fate has been released on March 5th, 2013 for the Nintendo 3DS. This section of this site will continue to grow from here. Check out the game trailer, screenshots, and concept art.

Mirror of Fate also uses touch screen, and you can even post notes in the game to remember certain areas that you need to return to later, especially parts of the castle that you need a special move or item to gain access to.

It should also be noted that the game did not come with an Instruction Manual for the North American version.

Trevor Belmont - Born 1046

Trevor is the son of Gabriel and Marie Belmont. He was conceived prior to the events of Castlevania: Lords of Shadow, in the year of our Lord 1046, during one of Gabriel's many long sojourns on behalf of the Brotherhood of Light and its fight against evil.

Pan and the elders of the Brotherhood believed Gabriel to be the chosen one who would one day ultimately defeat the Lords of Shadow and redeem mankind, but they also foresaw dark omens ahead. The world would be saved, although a heavy price would be exacted on all.

Pan believed that there was a possibility Gabriel himself might fall into darkness. More importantly, he saw terrible visions, portents leading to a dreadful fate for Marie and her newly born child. He therefore persuaded Marie to keep her child a secret from his father until Gabriel's quest was done, and in this single act he saved the child from certain death. Marie, however, was not so fortunate

After the death of his wife, Gabriel set forth on his quest to defeat the Lords of Shadow, unaware that he had a son by her. Oblivious to his fate, Trevor was raised by the Brotherhood to be a warrior like his father before him, and the secret of his birth and his lineage was kept from him until manhood. He proved to be a skilled warrior, and had inherited his father's deep mastery of combat.

Evil begets evil, or so it is said. The elders saw in Trevor the final hope for redemption. A way to strike a blow against the dark forces now inhabiting the old Bernhard castle, an evil of their own making.

Therefore, Trevor was informed of his true lineage, the fate of his mother, and the true identity of her murderer, his own father; and so he sets off to the castle to seek revenge.

Trevor Belmont seeks to clear the stain upon his family name, to seek justice for his mother, and to face his father in single combat. However, like his father before him, events will conspire against him and fate has one more hand to play.

Simon Belmont - Born 1067

At the age of six, Simon's parents were murdered by the forces of Dracula, and Simon was lucky to escape with his own life. Lost and alone, he was found in the forest by some of the mountain people. Simon was taken in and raised amongst them.

Simon never forgot what had happened to his parents and vowed to deliver vengeance one day upon those responsible. He trained hard and was extremely gifted in combat, yet life was hard for young Simon growing up. Always an outcast amongst the tribe, he developed a strong will and stubborn attitude that would always boil over into rage, and men soon came to fear him and his prowess in the arts of war.

He fiercely protected a fragment of mirror given to him by his father and always wore it around his neck for safekeeping.

Many years passed, yet the rage and yearning for revenge never left his heart. So one day he left the relative safety of the mountains and headed towards the land of his birth, to seek out the one they call the Dragon, to meet him face to face, and destroy him forever, little knowing that the curse of his family name would lead him into darkness and a terrible truth.

Scaven

Difficulty	1 / 5
Health	25
Experience	10
Magic	10
Magic Drops	1
Launch	Yes
Stun Chance	None

Weaknesses
Throwing Axe, Oil Flask, Bats

Immunities
None

Flying Scaven

Difficulty	1 / 5
Health	50
Experience	35
Magic	35
Magic Drops	1
Launch	No
Stun Chance	None

Weaknesses
Throwing Axe, Oil Flask

Immunities
None

Zombie

Difficulty	1 / 5
Health	20
Experience	5
Magic	5
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
Throwing Axe, Oil Flask

Immunities
None

Rotten Zombie

Difficulty	1 / 5
Health	35
Experience	5
Magic	5
Magic Drops	1
Launch	Yes
Stun Chance	High

Weaknesses
Throwing Axe, Oil Flask, Spirit of Schneider, Boomerang, Electric Bomb

Immunities
None

Harpy

Difficulty	2 / 5
Health	75
Experience	15
Magic	10
Magic Drops	1
Launch	No
Stun Chance	Low

Weaknesses
None

Immunities
Oil Flask

Harpy Leader

Difficulty	2 / 5
Health	95
Experience	35
Magic	35
Magic Drops	1
Launch	No
Stun Chance	Low

Weaknesses
None

Immunities
Oil Flask

Merman

Difficulty	2 / 5
Health	65
Experience	15
Magic	10
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
Oil Flask

Immunities
None

Electric Merman

Difficulty	2 / 5
Health	85
Experience	45
Magic	20
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
None

Immunities
None

Hunter Merman

Difficulty	2 / 5
Health	125
Experience	75
Magic	20
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
None

Immunities
None

Skeleton Warrior

Difficulty	1 / 5
Health	80
Experience	25
Magic	10
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
Boomerang

Immunities
None

Armored Skeleton

Difficulty	2 / 5
Health	225
Experience	65
Magic	25
Magic Drops	1
Launch	No
Stun Chance	Low

Weaknesses
Boomerang

Immunities
None

Werewolf

Difficulty	2 / 5
Health	100
Experience	50
Magic	35
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
Oil Flask

Immunities
None

Hunchback

Difficulty	1 / 5
Health	35
Experience	15
Magic	5
Magic Drops	1
Launch	Yes
Stun Chance	None

Weaknesses
Throwing Axe, Boomerang

Immunities
None

Hunchback Troop

Difficulty	2 / 5
Health	240
Experience	70
Magic	35
Magic Drops	1
Launch	No
Stun Chance	Low

Weaknesses
Boomerang

Immunities
None

Macabre Puppet

Difficulty	2 / 5
Health	60
Experience	30
Magic	10
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
Oil Flask

Immunities
None

Macabre Puppet Unleashed

Difficulty	2 / 5
Health	90
Experience	40
Magic	35
Magic Drops	1
Launch	Yes
Stun Chance	Low

Weaknesses
Oil Flask

Immunities
None

Magic Book

Difficulty	2 / 5
Health	50
Experience	25
Magic	25
Magic Drops	1
Launch	No
Stun Chance	None

Weaknesses
None

Immunities
Oil Flask

Gargoyle

Difficulty	2 / 5
Health	175
Experience	80
Magic	20
Magic Drops	1
Launch	No
Stun Chance	Low

Weaknesses
Boomerang

Immunities
Oil Flask

Giant Bat

Difficulty	2 / 5
Health	95
Experience	60
Magic	None
Magic Drops	None
Launch	Yes
Stun Chance	High

Weaknesses
Boomerang

Immunities
None

Knight Vampire

Difficulty	3 / 5
Health	250
Experience	90
Magic	30
Magic Drops	1
Launch	No
Stun Chance	Low

Weaknesses
None

Immunities
None

Possessed Armor

Difficulty	3 / 5
Health	650
Experience	175
Magic	50
Magic Drops	2
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
None

Executioner

Difficulty	4 / 5
Health	1400
Experience	350
Magic	100
Magic Drops	2
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
None

Night Watchman

Difficulty	3 / 5
Health	1200
Experience	500
Magic	None
Magic Drops	None
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
None

Necromancer

Difficulty	4 / 5
Health	900
Experience	750
Magic	None
Magic Drops	None
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
Oil Flask

Succubus

Difficulty	4 / 5
Health	900
Experience	1000
Magic	25
Magic Drops	3
Launch	No
Stun Chance	Always

Weaknesses
Spirit of Schneider

Immunities
Oil Flask

Reaver

Difficulty	4 / 5
Health	1000
Experience	1500
Magic	5
Magic Drops	1
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
Bats

Daemon Lord Resurrected

Difficulty	4 / 5
Health	1200
Experience	2000
Magic	50
Magic Drops	20
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
Bats

Lady of the Crypt

Difficulty	3 / 5
Health	750
Experience	1000
Magic	None
Magic Drops	None
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
Boomerang

Dracula (Present)

Difficulty	5 / 5
Health	1200
Experience	2500
Magic	0
Magic Drops	0
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
All

Dracula (Past)

Difficulty	5 / 5
Health	1500
Experience	3000
Magic	0
Magic Drops	0
Launch	No
Stun Chance	Always

Weaknesses
None

Immunities
All

Into the

A classic series has been resurrected. Experience

BY **CHRIS HOFFMAN**

PUBLISHER: **KONAMI** DEVELOPER: **MERCURY STEAM** RELEASE: **FALL 2012**

N3DS

Shadows

Gothic horror like never before in Castlevania: Lords of Shadow—Mirror of Fate for Nintendo 3DS.

This is not the Castlevania that Nintendo fans once knew. Sure, there's whip-cracking action, crumbling castles, upgradable powers, plentiful platforming, lethal subweapons, and legions of undead foes to fight, but this is, nonetheless, not the Castlevania of old. This is the sequel to Castlevania: Lords of Shadow, the PlayStation 3/Xbox 360 game that created a brand-new continuity and style for Konami's long-running franchise. There are no cartoony creatures or androgynous pretty boys here; get ready for an adventure that's darker, more mature, and more exciting than ever before. Castlevania: Lords of Shadow—Mirror of Fate continues to redefine what vampire-slaying is all about, and it's coming exclusively to the Nintendo 3DS handheld.

The original Castlevania: Lords of Shadow was a tale of tragedy. Set in 1047, it told the story of Gabriel Belmont, a noble warrior for the Brotherhood of Light. Armed with his whiplike Combat Cross, Gabriel fought with every fiber of his being to ward off the encroaching forces of darkness, ultimately defeating the three Lords of Shadow and even Satan himself. His efforts, however, were seemingly for naught. (Warning: Spoilers ahead.) Despite overcoming the world's greatest evils and growing in strength with each victory, Gabriel could not prevent the death of his wife, Marie, who fell at his own hand, nor could he stop himself from being turned into a vampire. Gabriel achieved incredible power, but at a price—he became the very thing he once despised, and he eventually took on the name Dracul, aka The Dragon, aka Dracula.

Castlevania: Lords of Shadow—Mirror of Fate picks up 25 years after the conclusion of its predecessor. Gabriel has taken up residence in Bernhard Castle, which was formerly occupied by Camilla, one of the Lords of Shadow. From there he intends to rain terror down upon the human world and particularly the Brotherhood of Light for the pain that they have caused him. Fortunately, mankind has one hope: Trevor Belmont, the son that Gabriel never knew he had, who'd been raised in secret by the brotherhood. Taking the role of Trevor, now a fully grown adult, it's up to you to make Gabriel—Dracula—pay for his wicked actions and cleanse the shame from the Belmont family name.

For the team at Konami and the developers at Mercury Steam, Mirror of Fate is the opportunity to continue building the Lords of Shadow legend in an all-new form using the latest in cutting-edge portable gaming. "First and foremost, we were excited by the 3D technology itself and what we could potentially achieve with it," explains producer Dave Cox. "We wanted to re-create a miniature interpretation of the Lords of Shadow universe right in the palm of your hand, like a diorama that people could look into and feel a part of. Secondly, we felt that traditionally Castlevania games had done well on handheld and indeed found a home there to a certain extent, and the whole team really felt we could do something special and memorable on the format that would immerse players totally. The N3DS has allowed us to create something totally unique and exclusive to the *format that we think players are going to absolutely love."*

Unlike the original Lords of Shadow, which was a three-dimensional action game that took place across numerous discrete levels, Mirror of Fate is much more adventure-oriented, featuring a massive, nonlinear castle and plentiful exploration elements. The game is presented almost entirely in 2.5D–2D gameplay set within gorgeous polygonal environments that look absolutely amazing thanks to stereoscopic visual effects—with occasional shifts into full 3D gameplay. All told, the structure is more comparable to Nintendo DS titles such as Castlevania: Dawn of Sorrow than it is to the first Lords of Shadow.

"On a technical level, we felt that we wouldn't be able to achieve the graphical fidelity of the Lords of Shadow universe by simply replicating the original game's format on the N3DS," Cox remarks. "It would have involved significant compromises and we simply didn't want to make any compromises on the quality of the visuals. Another reason was that, based on the feedback of both press and fans alike on Castlevania: Lords of Shadow, it was evident that players wanted a beefed-up exploration aspect to the game. Therefore, for those two reasons, we decided to take this more nonlinear approach to the gameplay."

DUEL OF THE FATES

In most respects, however, Mirror of Fate retains the distinctive flavor

[Below] Simon Belmont is a much wilder warrior than his ancestor, Trevor.

of its predecessor—especially when it comes to its emphasis on deep combat mechanics. Using Trevor's version of the Combat Cross, you'll strike at enemies using strong direct attacks (X Button) and utilize weaker-but-wider-reaching area attacks (Y Button) when you're surrounded by foes. You'll also be able to use secondary weapons—such as a boomeranglike glaive and an electric bomb—by pressing the A Button, grab foes with the R Button, and perform blocks and defensive dodges (essential parts of Mirror of Fate's combat) via the L Button. Furthermore, Trevor will gain access to both light and shadow magic, which can be combined with his attacks to heal himself or dish out extra damage.

"It's a much deeper experience than with previous handheld Castlevania games," proclaims Cox. "We have taken the basic combat engine from Lords of Shadow and dropped it directly into the game. Players will have to really think about how to take down every enemy and what abilities or items are best for each specific one.... Our combat system was universally praised and well received by fans, and in this game we have not compromised but taken it directly onto the N3DS system to allow players to really feel the strategic element of exciting combat, deep strategy, and resource management from the original."

As you proceed through the game and send enemies back to oblivion, you'll earn experience points that you can use to unlock new combos, providing a wide array of combat possibilities. Some attacks will launch foes into the air, allowing you to follow up with aerial maneuvers, while others will smash adversaries into the earth with punishing downward strikes—useful for finishing off certain enemies who may reanimate themselves if given a chance. During our hands-on time with the game, encounters with Dracula's army—which includes skeletons, axe-wielding undead

knights, and morning-star-equipped armored warriors—occasionally felt drawn out, but we're hopeful that Konami will refine the pacing in the final product.

ON THE HUNT

When you're not sending the undead back from whence they came, you'll have the chance to engage in platforming-driven exploration. After eliminating some man-sized vampire bats that ambushed us in a chapel, for example, we discovered that a chunk of wall that was broken during the fight provided a handhold that allowed us to ascend to the chamber's upper reaches. By climbing ledges, jumping on chandeliers, and using the Combat Cross to snag grapple points and swing across unjumpable gaps, we eventually reached a crank that was connected to the room's central chandelier. Activating the crank sent the light fixture crashing to the floor, smashing open a new passageway that gave us further access to the castle.

"Beefing up the exploration element was key," Cox confirms. "This automatically meant the platforming was going to have to be considered and we have tried to make this much better than it was in Castlevania: Lords of Shadow. We have incorporated the platform style from that game with the more-traditional platforming seen in the older Castlevania titles to really make it a lot more fun and familiar. We have added some new elements to the platforming, such as the safe-fall ability—this allows players to use their weapon to break their fall in particularly steep descents—and there is the ability to jump from wall to wall. Combat can occur while platforming for more variety and a greater sense of danger."

Within the castle's dank, underground catacombs we encountered a locked door barring our progress. To proceed we had to descend even deeper, through tunnels partially carved by ancient tree roots. After destroying some enemies, crawling through a few passages, and swinging from a cave ceiling to reach a distant ledge, we were able to activate a lever that opened the locked door. A telltale tick indicated that we had limited time before the door shut, so we had to quickly retrace our steps. A skeleton ambush threatened to halt our progress, but we were able to slip past the enemy, get through the door, and pull another lever to render the door permanently open.

Our next destination was highlighted on the convenient touch-screen map, but it often pays to stray from the beaten path; by backtracking a bit and climbing through an opening in the decayed ceiling, we found ourselves above ground once again, where we retrieved a power up from a treasure chest, extending Trevor's health bar. (You can acquire magic-meter boosts, as well.)

BLOOD TIES

But Trevor's story makes up only part of Mirror of Fate. In addition to him, players will get to control the legendary Simon Belmont (Trevor's descendent), as well as two other characters that haven't yet been revealed. As the game unfolds, you'll control each character in his own distinct part of the adventure before switching to a new character—in a new time period—at a predetermined point.

Though the core gameplay remains the same for each character, there are definite differences. Instead of the Combat Cross, Simon

[Above] Even shielded foes will fall before the might of the Combat Cross.

wields the magical Vampire Killer leather whip, and he's able to arm himself with axes (trajectory-based throwing weapons) and burning oil (a ground-based weapon that's most effective when you're surrounded by enemies). And instead of using different types of magic, Simon is aided by mystical guardians that can be summoned to either help him in battle or protect him from harm.

As Cox explains, Trevor and Simon also have distinct personalities. "Trevor is very similar to Gabriel in temperament—cool, calm, and collected. A fearsome warrior who rarely loses control, a gentleman with honor on a righteous quest," he says. "Simon, on the other hand, is the complete opposite—quick to anger, an aggressive fighter who is brash and wild. A barbarian who doesn't care for honor but fights like a man possessed looking for revenge and [has no mercy for] anyone who gets in his way. This difference in character is a result of very different upbringing between the two of them, which is explained in the story."

Despite the fact that you'll be exploring Dracula's castle with four separate characters, you won't simply be retreading the same ground. Changes in the environments over

THE SHADOW KNOWS

Want to learn even more about what's in store in Castlevania: Lords of Shadow—Mirror of Fate? So did we. Here are further details on the title, courtesy of producer Dave Cox.

NINTENDO POWER Why did you decide to revisit characters like Simon Belmont and Trevor Belmont for this title?

DAVE COX This alternate universe in which the game is set is deliberately kept apart from the previous Castlevania games. Our goal with the Lords of Shadow universe was to completely reboot the story and reboot the brand. However, we wanted to have characters, monsters, and places from the previous games that would feel familiar but where we could surprise people with our new take on them. I suppose it's comparable with the Marvel Ultimates series of comics where characters are reimagined and well-known storylines turned on their head and given a fresh, new perspective.

Does the game take place entirely in the castle or are their other locations, too?

Unlike in Castlevania: Lords of Shadow, this game is set mostly in the castle, although their are some dark forests and underground caves to explore before you get there!

Other than Lords of Shadow, were there any past Castlevania titles that particularly helped influence this game?

In the original game Castlevania: Lords of Shadow, we really were influenced by the classic games, in particular Super Castlevania IV on the Super Nintendo and the original Castlevania game on NES. Again, this is what we used as our source for inspiration, but we did look at the [nonlinear]-style games this time too and look to see what's cool about them as well. I think it's fair to say this game is an amalgam of both of those types of games as an influence, but not to the point of being a copy or pastiche. We strongly feel that carving a new and exciting identity for Castlevania is key here and so I think if you liked Castlevania: Lords of Shadow you will absolutely love this game, too.

Will Patrick Stewart, Robert Carlyle, or any of the other actors from Lords of Shadow be reprising their roles?

Robert Carlyle returns, and some new actors, too!

[Above] You'll have to use all your offensive and defensive skills against bosses such as this imposing executioner. Trevor comes up to only his knee!

time, as well as each character's specific abilities, ensure that the action stays interesting. Certain paths are open only to characters who can double-jump, for example, and events that occur in one era will affect what you can do and where you can go in later eras (although you won't always necessarily be playing through the time periods in chronological order). "Variety will be there," assures Cox, "and players will find a ton of secrets and hidden areas thought the huge expanse of Dracula's castle as it opens up before them. We expect players to take around 15-20 hours to see everything this game has to offer, and a climax that will set up the events of Castlevania: Lords of Shadow 2."

For that to happen, however, the heroes will have to overcome the titular Mirror of Fate—a device that shows characters visions of the future, revealing their destinies. Similar themes are also represented through a character known as "the lost soul" who plays an important part in the story. Before all is said and done, each character will have to face his fate and overcome it—or be a slave to it.

STAKING A CLAIM

On top of all of the action and exploration that Mirror of Fate brings to the table, the title takes advantage of the numerous features provided by the Nintendo 3DS hardware. Players can can use the touch screen to leave notes for themselves (for example, to indicate areas of interest that they want to return to later) and to gain virtually instant access to the game's travel book (which shows all your combos and items) and bestiary (which details enemy strengths and weaknesses). And although Konami hasn't divulged any specific details, you can expect StreetPass and SpotPass features, including new downloadable content.

Most importantly, though, players can look forward to a rich, compelling Castlevania experience that builds upon the series's sucess on Nintendo systems while bringing it into the modern era to hook a new generation of players.

"Castlevania games have been around for such a long time because [the series] has core fundamentals that make it unique and fun to play," asserts Cox. "These core fundamentals have stood the test of time for good reason—they work! We have taken those unique fundamentals and made them a part of this new direction. If you haven't played a Castlevania game before, then this is a perfect jumping-in point.... It's got depth and replayability and lush visuals that you simply won't believe possible on Nintendo's handheld. It's a must-have to play in 3D because genuinely it makes a difference. I don't think its gets much better than this on Nintendo 3DS!"

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featuring
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COVER 6 OF 6

In Castlevania: Lords of Shadow, the origin of Dracula and his legendary connection with the Belmonts was revealed. In Castlevania: Lords of Shadow 2, fans can expect thrilling new twists and challenges. In this shocking conclusion to the Lords of Shadow saga, Dracula returns once again, weakened and yearning for release from his immortal bonds. Facing a new and powerful threat, the vampire lord must reacquire his old powers, and only his castle holds the key. However, the famed Belmont clan also seek his ultimate destruction.

The saga of Gabriel "Dracula" Belmont continues in this epic action game. Set in a modern, open world, LOS 2 finds Dracula in a battle with Satan, who has returned to earth to enact terrible revenge and bring about the apocalypse. Gabriel must reacquire long-forgotten powers and make an alliance with Death himself to combat the Prince of Darkness, while simultaneously fending off the Belmont clan. You'll explore the mysterious corridors and caverns of the Belmont mansion, delve deeply into the unique mythos of the Castlevania universe, and engage in beautifully tuned, balletic violence and destruction in this incredible action title. Plus, you'll drink gallons of blood - you're Dracula, after all.

Castlevania: Lords of Shadow 2 was released on the PS3, Xbox 360, and PC, on February 25, 2014.

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Castle Crashers

How MercurySteam made a four-decade-spanning series its own

Words: Jon Blyth

Publisher Konami
Developer MercurySteam
Players 1
Co-op None

The first *Lords of Shadow* was a genuine surprise. No preview could have done justice to the artistic scope of the game, which devoured inspirations as broad as Guillermo Del Toro and *Shadow of the Colossus*, and boiled them in the stomach acid of *God of War*. But the previews did very little to get across the constantly evolving Gabriel, the glorious locations, and the variety of play styles. One level Konami showcased in the opening round of understated publicity was a clock tower. Another was a fight with a huge castle employee, the Butcher. We asked *Lords of Shadow* producer Dave Cox why that was.

"At that time, we were getting a lot of flak from fans about taking over the *Castlevania* series," explains Cox. "We were a relatively unknown team, and the die-hard *Castlevania* fans had probably written us off already. As such, we wanted to show that we were both huge fans of the original games, but also keen to take it in exciting new directions. The clock tower scene is tied into *Castlevania*'s past – both in terms of content and location." This is true enough – clock towers are a part of *Castlevania*'s thing, as much as boss battles with Death and spooky puppet shops. "The Butcher was very much a look at where we were taking it. All-new AI, more thought needed to defeat an adversary, and a strong demonstration of Gabriel's abilities. We had to be careful in those early days. Thankfully, the response we had to the final game has made it easier this time round."

There was also a link to Hideo Kojima's studio that felt like an apologetic diversion. It was Kojima's vocal endorsement of MercurySteam's game that finally convinced Konami to make *Lords of Shadow* a fully-fledged *Castlevania* title. But in terms of direct influence, the only real feel of Kojima was a small homage to *Metal Gear Solid*'s ventilation shafts. It must have been a marketing nightmare. *Lords of Shadow* was a vast, long-fused epic, with a battery of new powers constantly unlocking over the first ten hours. How do you show that off with a preview snapshot?

Luckily, MercurySteam doesn't have that problem with *Lords of Shadow 2*. The essentials are already in place. It's got goodwill and momentum to spare. The first game won over all but the most single-minded purists, and the second game *Mirror of Fate*, released only on Nintendo's handheld, combined the style of the main game with a 2D approach that felt as much

Castlevania: Lords of Shadow 2

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EXCLUSIVE!

"There'll be no loose ends – this'll be the last *Castlevania* game by MercurySteam"

Shadow Complex as classic *Castlevania*. *Mirror of Fate* expanded the scope of Gabriel Belmont's tale into a dynastic saga that spans and twists the Belmont timeline (see Vampire Gaiden, right). To paraphrase without disappearing into a lore-filled sphincter: MercurySteam is creating an alternate *Castlevania* timeline that's entirely its own.

Out of Steam

That said, *Lords of Shadow 2* is going to be the final *Castlevania* game by MercurySteam. The team will leave no loose ends, because they have no intention of coming back to tie them up. Ask why, and they're pleasingly blunt: "We've told the story we want to tell. There's nothing worse than someone who's said everything they need to say, then carries on talking." That's Enric Alvarez, the guy steering development from the Madrid-based studio.

So, where does that story start? Gabriel Belmont, the hero of the first game, has fallen foul of the most pessimistic prophecies and become Dracula. You still play as Dracula, which means we're either pulling a full-on morality reversal, or a more pungent darkness looms – step into the sulphuric limelight, Satan himself. The mastermind trickster behind the events of the first game has longer-term plans to get himself back into Heaven, and it looks like you're the one who's best-equipped to stop him. Does God have anything to say about his best hope being a void-humping blood-sucker? Typically, He's being a bit aloof about the whole situation.

But who needs direct intervention, when you've got a bunch of fanatical followers? The Brotherhood of Light are battering down the door to Dracula's throne room, where we left him at the end of the first game. Gabriel, to his credit, is engaging full-on nonchalant mode. It's almost like he knows this is just a combat tutorial.

The basic systems of the first *Lords of Shadow* are intact. It's a game of combo-based combat, blocking and countering, and evasion. It's also a game of resource management, with magic that doesn't regenerate, but has to be earned through combat. The systems may be the same, but the details have changed to reflect the malevolence of their new owner. Your enemies don't drop neutral magic any more, they leave behind blood. You still get to channel this blood energy into two pots, but as

Dracula showing off his Blood Whip.

"As Dracula, you're the one best equipped to stop Satan getting back into Heaven"

Gabriel's now the essence of Darkness itself, Light Magic has been replaced by the Void, and Dark Magic is now Chaos.

Being Dracula isn't a matter of translating good into evil – Gabriel has a new range of unique perks. He's now able to transform into a mist, something that's useful for combat, and for passing iron fences. You can glamour mortals, controlling your enemies. You can also "disappear into the night, unseen", which translates into "there may be some stealth bits". If you're unfamiliar with the *Lords of Shadow* system, it's fairly simple: killing an enemy drops blood, and you can funnel that into your Void or Chaos magic bars by pressing the left or right thumbstick. If you want to divvy the blood between the two bars equally, just hold both down.

You can earn more blood by playing stylishly. This is done by filling the Focus Gauge. Land a wide variety of combos, block incoming attacks with precise timing, and sneak in a few craft counters, and you'll earn Focus. Most importantly of all, avoid getting hit – this will instantly wipe out your Focus, forcing you to start over.

Blood drive

Once the meter is full, every hit that connects will drop blood. This is good news for a vampire with energy meters to top up, but it gives you a whole new problem to deal with – when do you stop to pick it all up? Pressing in the thumbsticks to slurp up the delicious plasma takes you out of combat, adding a desperate aspect of time management and greed to the middle of a skirmish. If you're low on health, you can use that blood to activate your Void sword and top up your hit

The Void Sword – lighter damage, but heals you.

Whatever it is, it's not modern New York.

Alright, tin-wings, let's dance the death jig.

"Aaaaaaaaah. Aaaaah. Aaaaaaaaaaaaaaagh."

VAMPIRE GAIDEN

WHAT HAPPENED IN THE SIDE-STORY THAT DIDN'T MAKE IT TO XBOX

Mirror of Fate began with the story of Gabriel's descendants. Gabriel is unaware that he fathered a son before the events of *Lords of Shadow*. Trevor Belmont was confiscated at birth by the Brotherhood, and trained to be one of the only warrior Trevors in history. Trevor battled against the Dracula that his father Gabriel had become, but suffered a similar fate, being transformed into Alucard. This is a reference to the tortured anti-hero who fought against his father, Dracula, in *Symphony of the Night*. Meanwhile, Trevor's son, Simon (a reference to the first ever Belmont in the original 1987 game), survived his parents to go on his own anti-Dracula crusade. Dracula survived to be the star of a game set some centuries later, so you can make your own guesses as to whether he succeeded.

You can always tell new money.

DON'T BE IGARASHI

When *Castlevania* fans say they don't like the new trilogy, it's Koji Igarashi's name they howl at the moon. He's behind 14 *Castlevania* games, including three that we personally consider classics. His latest game? It's on Kinect: *Leedmees*.

That's one stylish suit of armour.

UNBORN FREE

DAVE COX AND ENRIC ALVAREZ ON THE ABILITY TO GO AND LOOK WHEREVER YOU WANT

You feel like you're letting the player make mistakes. How do you decide how much hand-holding to give?

Cox: Getting the balance right between hand-holding and letting the player do what they want is something that a lot of developers struggle with. We let players decide for themselves. A lot of players will follow the story, and that's enough, but giving those players who come back and want extra stuff to explore, you've got to give them something.

You make it sound like there's much more optional stuff in the world, now.

Cox: In games like *God of War*, you never go back. We've tried to make linear play one option – but you can go left, right, soak it all up. You might find an area that looks like a dead end, until you realise you've got the Mist power, and can travel through a grate where there's a whole new level behind. A substantial amount of this world is completely optional.

You said the camera was the hardest thing to get right in *LoS2*. Why was it so essential?

Alvarez: It's not the camera itself – it's what that change entails. You have to start from scratch with the game. You can no longer force the player to look at a vista you worked really hard on. A free camera can be a problem. With this kind of game, it's not particularly comfortable to handle the camera while you're playing. So we have to find a compromise for people who are good enough to take full control of the camera while fighting, and those who don't want to touch the camera because all their attention is focused on the enemy. There's a law in third-person action games – the further you put the camera from the action, the more problems you have. It's exponential, because the camera starts colliding with everything. You need to be conscious of the funny stuff it gets up to. But we've managed to make a camera that is seamless between using it and not using it.

Cox: I never use the camera. I let it do what it wants, which suits me fine.

Alvarez: It's fantastic. It's one of the best cameras in an action third-person game.

I've a Groupon for a manicure you can have.

That's definitely his moody FB cover pic.

A huge, angry church. Bring it, church face.

You sure this is the castle for Frankenstein?

The golden guy's got a muuuch bigger friend.

No idea what's going on here if we're being honest.

Humans! Bow before my demonic urine icicle.

Impressive whipping range, mister.

points, but lose your rhythm as you change style, and you might end up killing yourself. It's not an easy game.

Dracula's main weapon is the Blood Whip, which sounds like an unappetising ice cream. It has the same extraordinary range, connecting with enemies a quarter of a screen's length away, and clearing a massive space with its lighter area attacks. But this changes when you activate your Void and Chaos magic. A tap of the left bumper drops a new weapon in your hands. The Void Sword has lighter, faster attacks that boost your health when you land a hit.

Tap the right bumper and the Chaos Claws will appear. These are slower and more powerful - you've played videogames, you know the deal - but they are also able to knock out the defences of shielded enemies. It's the old system blended with a touch of modern *Devil May Cry*. Now that the effects of magic are tied into essential parts of the combat in more ways, it's even more important to manage your magic levels. Alvarez promises that you won't be left helpless if you end up facing shielded opponents with an empty Chaos gauge. But he also declines to explain what alternatives will be open to us.

Combo master

The returning Focus system rewards skilled play in a familiar way, and there's a new Mastery system that complements it. You can unlock extra moves and combos by spending XP on them, but the Mastery system intends to prevent you from amassing an arsenal of unlocked and unused combos. After unlocking a new combat move, every time you use it, you'll earn Mastery in that skill. Once it's mastered, depending on the alignment of the skill, it'll level up your Void Sword, Chaos Claws, or Blood Whip. Level up these

"It's a story of three parts, but they can all be enjoyed in their own right"

weapons, and you'll heal faster and break enemy defences more quickly. Stick to a couple of familiar combos, and you'll find yourself struggling when you get to the tougher levels.

The action takes place over two time threads, although MercurySteam is being coy about how this will precisely work. The majority of *Lords of Shadow 2* will take place in the modern day, in a city that's been sculpted to fit the Gothic arches of *Castlevania*. In short, don't expect Times Square. Expect ornate decorations, twisted spires, and a variety of terrains. The rest of the game takes place in the castle, at another point in time. When? From the way our questions aren't answered, that'd obviously be telling.

Will the events of the 3DS side-story have any bearing here? It seems like a strange way to divvy up a trilogy. Is *Lords of Shadow* actually a trilogy? "It's a story in three parts," says Cox, efficiently describing a trilogy. "But they can be enjoyed in their own right. There's no need to have played the first game or *Mirror of Fate* before *LoS2*, but if you have there are nods and winks that pay off." The difference is, the Xbox games are the story of Gabriel Belmont's fall. The 3DS title, *Mirror of Fate*, exists within the same universe, but it's the tale of his doomed offspring.

We loved the first game - but it's extremely possible that our enjoyment was boosted by the massive margin by which it exceeded our low expectations. As good as it was, there were problems. First, there was the camera. Apart from sucking up Dark Magic, the right thumbstick was completely idle. It made the game feel more directed, but that came at the expense of feeling like an explorer. Some paths were rendered obscure, because you hadn't stood in the position that triggered a new perspective. In the new game, you have complete control of the camera.

According to the developer, this has been the hardest thing about developing *Lords of Shadow 2* (see Unborn Free, left). If you decide to leave the camera controls alone, it will play exactly like the first game. But if you choose to take control, you can now swirl around, making the hunt for the collectibles feel fairer, and a missed branching path feel less like a fault of the cameraman's hand.

The platforming has changed, too. Going back to the first game, it's not as bad as you might remember - there were just moments where the rules and the paths were poorly communicated. The fixed camera didn't help, either, with reachable ledges only appearing in restricted circumstances - meaning hidden areas could be concealed in places you had no reason to look.

The obvious glints have gone, leaving Dracula to find his own path along the notches and grabbable grooves of the gates out of the castle. If you get stuck, however, a tap of a helper button highlights a chain of anchor points suggesting your path. Having this off by default makes the levels feel less gamey: like the green tarpaulin of *Sleeping Dogs*, it's a way of marking a reachable ledge that doesn't shatter any illusions. On the hardest difficulty, however, those path hints won't be an option.

BEFORE THE SHADOW

MercurySteam is used to working with big names. Its first game, *Scrapland*, was taken under id alumnus American McGee's wing, and its second game, *Jericho*, was written by horror icon Clive Barker. Neither game was brilliant.

Clash of the Titans

Another big difference is the Titan battles. In the first game, these saw Gabriel dangling off the limbs of large, lumbering beasts, and stabbing at glowing sigils at different points around their bodies. This next sentence can be taken as a high compliment, or evidence of a brief lapse in originality: Titan battles were a pretty faithful homage to *Shadow of the Colossus*.

In *Lords of Shadow 2*, the Titans feel less like climbing frames, and more like the whole playground. Take the battle that ensues once Dracula has

Close your mouth, you aren't Ricky Gervais.

PRODUCER DAVE COX ON HOW TO SURPRISE ALL OVER AGAIN

There's an expectation that sequels will be bigger. Are you regretting how very long the first game was?
Not at all. *Lords of Shadow 2* will be bigger than the first game. But not just in terms of size. The scale of its levels are more epic, its combat system is hugely expanded and adaptable to different playing styles, and its city is a more open experience that we want people to immerse themselves in. Everything about the game is bigger, but it has to be - we have a big story to tell.

Will you have mini-bosses who restore their health if you miss a quick-time event, and long boss fights without mid-battle checkpoints? Or has success made you less evil?
We're more evil, if anything! The whole QTE thing has been cut back, with the Titan fights now far more expansive, and they involve full control by the player as opposed to timed button presses. We've gone for a far greater level of control during every part of the game now, but Gabriel can refuel by draining those around him of their blood - the benefit of being a vampire. We feel the gameplay is more balanced than in the last game, and as a result makes for a more fluid and natural challenge.

You say there are two worlds: City and Castle. How does that split work as you play through?
The city is the main setting for the game, but we can't really go into too much detail about it at present. The city is a living entity, but there's a look and feel to it that harks back to the Gothic realm of the past.

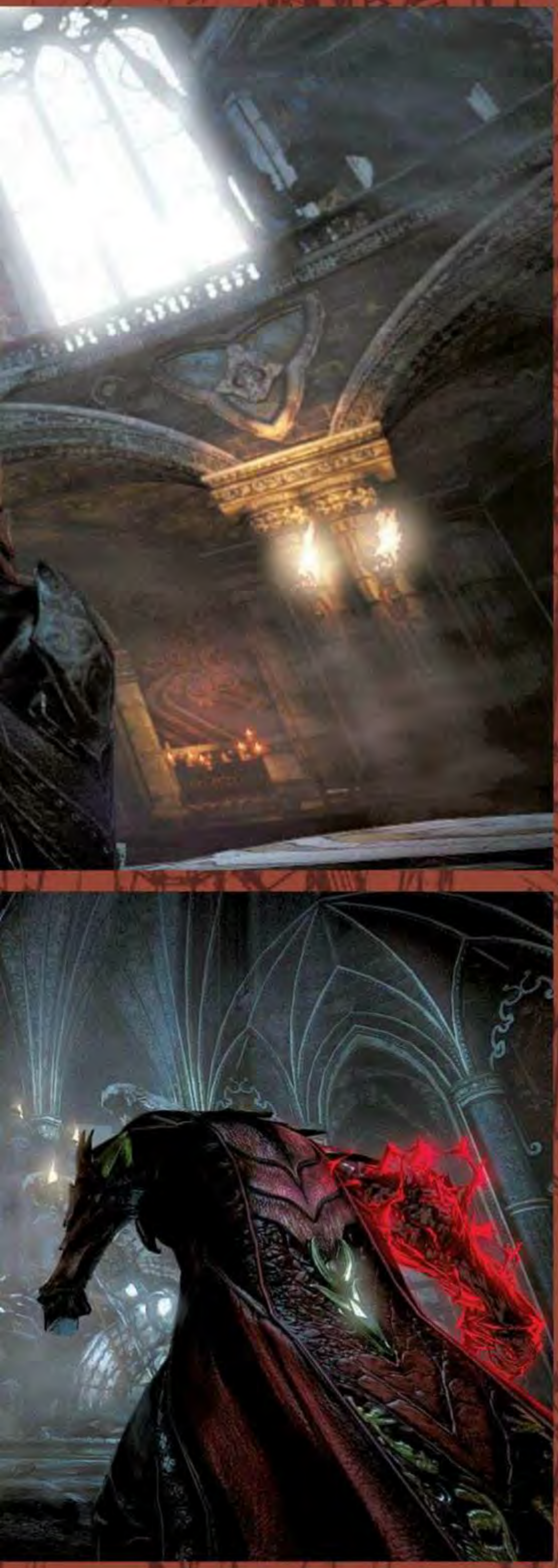
The original *Lords of Shadow* was a bit po-faced. Patrick Stewart sounded like he was going to burst into tears between chapters. In the sequel we've already seen that ridiculous nuke blast that was more *Dragon Ball Z* than Dracula. Are you letting your playful side express itself?
It's a fine line, comedy. Games can be po-faced, but there is nothing worse than a game that tries to be funny, but comes across as wearing. It's like being trapped in the corner at a party by someone who thinks they're hilarious. We knew the part you're talking about was over the top, but it also sells the scale of the conflict - that's not to say the decision to keep it in all its OTT-ness wasn't deliberate!

How do you resist the urge to make jokes about a character called Trevor?
We would never diss a Trevor. A Ralph, maybe, but never a Trevor.

Who's got a sword in his mouth? You have!

Ooh, he doesn't half think he's sexy.

Come and have a go, rubble-knockers.



"So far it's typical *LoS*: unnecessarily generous and casually overblown"

found his way out of the castle: this creature you're fighting is basically a furious church - a million tons of stained glass and steepled fists, raining blows on Dracula's home. Leaping onto the forearm of the creature, you don't fight the church, but the congregation - you're rushed by the Brotherhood of Light, while a massive ecclesiastical face looks angrily on in the background. This is all part of a long, little and large boss battle, where the little guy is a 12ft-tall Golden Paladin.

All the world

Then there's the biggest improvement for anyone who's used the word 'Metroidvania'. The world is seamless, now – not divvied up into bite-sized locations of verses within chapters. This is the thing that most negatively distinguished *Lords of Shadow* from its *Castlevania* heritage: those highly discrete levels. Sure, the first *Lords of Shadow* had secrets that you had to return to once you'd expanded your powers - and that's definitely something that defines the series, too. But for the sequel the worlds will be continuous and traversable. Mission select screens are gone, replaced with teleportation devices.

"The city is now open to explore," beams Cox. "Unlike the previous game, players can now return to areas they have been in. So, as Gabriel picks up better powers and more abilities, he'll be able to reach parts of the city that he was previously unable to access. These will play host to little bonuses, and reward the player for really exploring this complex location."

In a later conversation that we weren't recording, Cox talked of whole optional areas, a substantial percentage of the game that's a completely optional reward for dedicated players. Return to a grill once you've discovered the Mist ability, and you can pass through it to discover not just a chest, but a whole hidden area.

Go on, guess. How old do you think I am?

Back in the demo room, we're reaching the end of the long battle with the Golden Paladin. This is the end of the demo, and they decide to leave us with a "oh-no-he-didn't" finale. The Paladin presents Dracula with a glowing blue cross. Dracula's response creates that ambiguity that will span the whole game: he embraces it, informing the pious assembly that he, Dracula, is God's chosen one, so basically they're wasting their time. The next thing that happens is so stupid, it's brilliant, and was included only after some soul-searching within MercurySteam. The camera pulls back to the planet, where we witness nothing short of a nuclear explosion.

Well, it's one way to reset Dracula's powers before the game proper begins. This is typical *Lords of Shadow* – unnecessarily generous, and casually overblown. In the first game, you'd get needless, house-sized bosses at genuinely unexpected moments. It was like MercurySteam was so keen to impress, it just couldn't stop itself. In the sequel, we've just torn apart a massive Titan boss, buckle by buckle, mastered the attacks of an over-powered flying Golden bloke, and triggered a nuclear explosion powered by the fusion of ultimate good and evil. All of which was part of a tutorial and prologue. Where this "story in three parts" will end is anyone's guess, but one thing's for sure: this time, we won't be easily surprised. This time, MercurySteam won't have the luxury of low expectations.

THE NEXT BIG THING

MercurySteam is emphatically not doing another *Castlevania* title after this. So what's next? Would Konami turn it loose on another one of its brands? "As far as our relationship with Konami goes, I think that the sky is the limit," grins Alvarez.

Titans. They're a bit bigger this time.

The year is 1666. Dracula has returned to threaten the mortal world! Summoning all of the power of Hell, the Dark Countess of Castlevania has created a portal allowing Dracula to re-enter the material plane. Accompanied by foul creatures of the nether world anxious to do their bidding, Dracula and his lover intend to join forces with the goal of final victory over the Belmonts, and absolute dominion of the world!
Their actions, however, have not gone un-noticed...

The twisting of reality by the Countess has upset the balance between good and evil, creating a rift that will ultimately plunge the mortal world into eternal chaos unless it can be sealed! To counter this, the forces of light decide to turn this power back summoning heroes from the Belmont clan from the very halls of time.... One from the past...one from the future!

The powers of light summon Sonia Belmont, legendary Belmont heroine drawn from the past and well suited to stand, not just against the sinister wiles of the Countess, but Count Dracula himself! Sonia has already been successful in defeating Dracula in the past. Can she defeat the combined power of both vampires?

From the future of the 1800's, the powers of light summon Victor Belmont. A wandering gambler and soldier of fortune, Victor chose not to accept the Belmont legacy as a Vampire hunter by running away from home at an early age. During his travels, Victor learned not just the art, but the science of warfare, all the while attempting to avoid his true destiny in the petty politics of 19th century Europe. But the blood of the Belmont clan cannot be ignored forever, and Victor would eventually return to the land of his birth, a rebel and outcast. It is here that Victor is given the quest by the guardian of light to prove himself worthy of the name Belmont by battling Dracula and his evil mistress!

Unfortunately we did not get to witness Sonia and Victor's battle with Dracula and the Countess, as Castlevania: Resurrection was never released. The game was in development in the late 1990's for the Sega Dreamcast. It was well along in production, possibly as much as 75% complete when it was canceled by Konami. No official reason was given for the cancellation, but it came as no surprise since the game had gone through a series of delays already. In June of 1999 came the first delay, stating the game would not come out until the year 2000. Rumors began to circulate that Resurrection was already canceled, which prompted Konami to deny, and in turn announce a release for the game in September 2000. However in March 2000, on the same day that Sony announced the upcoming release of the PlayStation 2 console, Castlevania: Resurrection was put on an indefinite hold. Shortly after, the game was officially canceled by Konami.

Many speculated as to why Resurrection was canceled. Some thought it had to due with the failures of both Castlevania games that were released on the N64. However Resurrection's art director Greg Orduya said it was canceled due to Konami's lack of faith in the Dreamcast. Konami's doubts proved to be accurate, as the Sega Dreamcast was discontinued in March 2001. Sega has never made another video game console since.

It was never revealed by Konami as to how the story of Resurrection was going to unfold. It appeared that players would have a choice of either Sonia or Victor Belmont, and that their stories would intertwine at certain points in the game. It may have even been a situation as in Resident Evil 2, where you could play the game again as the 2nd character to obtain their complete back story. A few demos of the game were released, along with many screenshots. Also Castlevania fans were lucky enough to be provided with a large amount of concept art from the game, despite it being canceled. Over a decade later, Castlevania: Resurrection is still a subject among fans of the series. There are still many "what if" questions in regards to the game. Some wonder if Konami did the right thing by canceling it. Others think it was a blessing in disguise as it's speculated failure, combined with the poor response received by both of the Castlevania 64 games could have hurt the Castlevania franchise severely. In the end we will never know what could have become of the legend known as Castlevania: Resurrection.

Sonia Belmont

In the year 1666, around the time when the Countess resurrected Count Dracula via a portal, an unknown force resurrect Sonia Belmont from her grave. Now, Sonia Belmont set forth to the Castle Dracula once again.

Victor Belmont

A wandering gambler and soldier of fortune, Victor chose not to accept the Belmont legacy as a Vampire hunter by running away from home at an early age. During his travels, Victor learned not just the art, but the science of warfare, all the while attempting to avoid his true destiny in the petty politics of 19th century Europe. But the blood of the Belmont clan cannot be ignored forever, and Victor would eventually return to the land of his birth, a rebel and outcast.

In a certain night during 19th century, Victor has a quarrel with another man when gambling. Just as Victor pulls out a knife, he was mysteriously transported to the year 1666 by an unknown force.

In 1996 Konami was developing a Castlevania title for the Sega 32X, however the game was quickly canceled. It never had an official name, but online it became known as Castlevania: The Bloodletting. The only images that exist from the game are sprites for 3 of the main characters who were intended to be in it. Richter Belmont and Maria Renard, who were the heroes, and a Rival to them, who never received a name.

Shortly after the game's production was ceased, Castlevania: Symphony of the Night was announced for the Sony PlayStation. Several members of the team that were working on Bloodletting, joined the development team for Symphony of the Night. Hardly any info was ever revealed as to what the storyline would have been for Bloodletting, except for that the unnamed Rival character was to be Richter's main nemesis in the game. No screenshots of any gameplay were ever released.

Richter's sprite from Bloodletting became the Fake Trevor sprite in Symphony of the Night

The Rival's sprite was transitioned into Richter's sprite for Symphony of the Night

Richter Belmont

Maria Renard

Rival

Platform	Location	Release Date
Sega 32X	United States Japan Europe	Canceled

Notes

Was only in development for the Sega 32X

Konami never gave the game an official title before it's cancellation. It became known as The Bloodletting by fans online

Originally was to be released in 1996 or 1997, but was quickly canceled, and Konami then focused on Symphony of the Night

Castlevania

From Wikipedia, the free encyclopedia

Castlevania (キャッスルヴァニア), also known as ***Akumajō Dracula*** (悪魔城ドラキュラ *Akumajō Dorakyura*, lit. *Devil's Castle Dracula*),[1] is a video game series created and developed by Konami, centered on the Belmonts, a clan of vampire hunters, and their fight with *Dracula*.

Castlevania	
Logo of the *Castlevania* series, introduced with 2003 game *Castlevania: Lament of Innocence*.	
Genres	Platform-adventure, Survival horror
Developers	Konami
Publishers	Konami
First release	*Castlevania* September 26, 1986
Latest release	*Castlevania: Lords of Shadow 2* February 25, 2014
Official website	Konami Tokyo (http://www.konami.jp/gs/game/dracula/) Konami USA (http://web.archive.org/web/20080501191140/http://www.konami-data.com/officialsites/castlevania/)

The series debuted in Japan on September 26, 1986, with the release for the Family Computer Disk System (FDS), followed by an alternate version for the MSX 2 platform on October 30. Although the MSX 2 port (localized in Europe and Brazil as *Vampire Killer*) was released first outside of Japan, the series did not receive wide attention outside of Japan until the FDS version was ported to cartridge format for the Nintendo Entertainment System and localized for North American and European releases of *Castlevania* in 1987.[2][3] The series soon became one of Konami's flagship series.

The *Castlevania* titles have been released on various platforms, from early systems including the Nintendo Entertainment System to modern consoles. It has also been released for Pocket PCs Emulators and mobile phones.[4][5]

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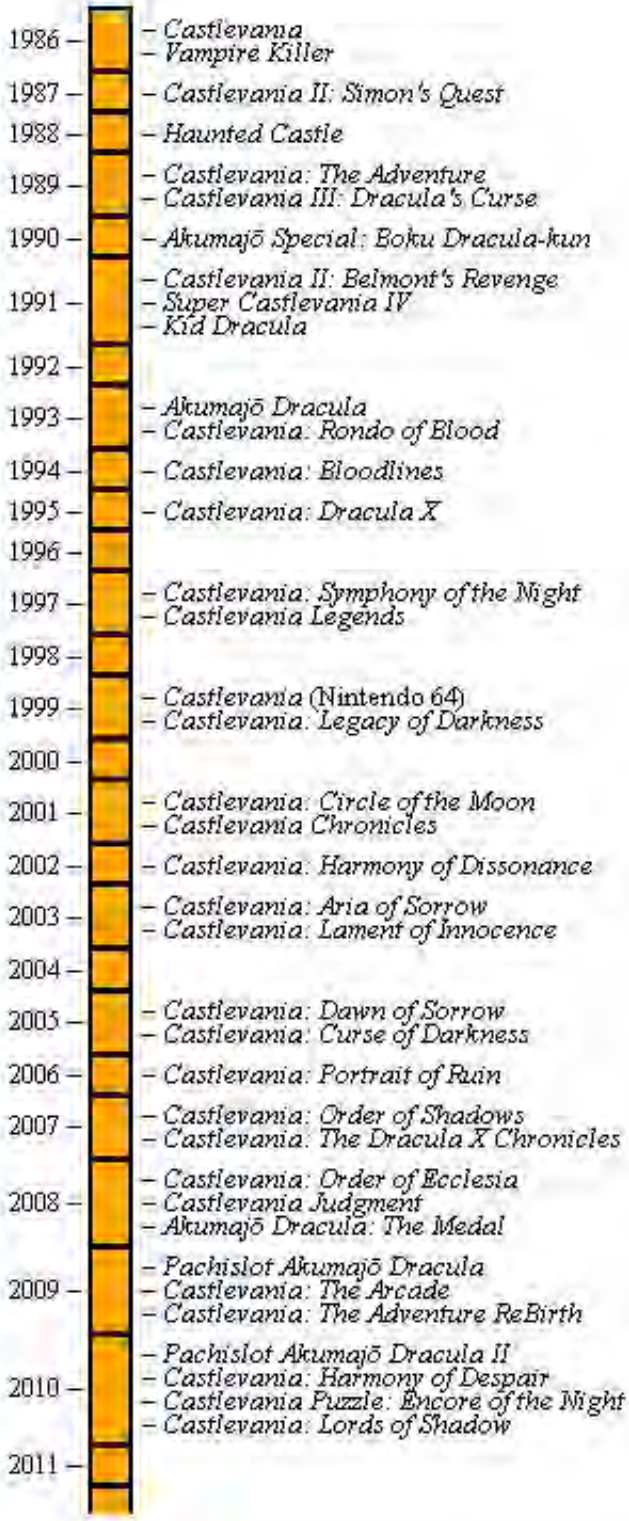
Games

Screenshot of *Castlevania* on the NES.

The very first console title, *Castlevania*, released for the NES in 1986 by Konami, was a typical platform game in which the player takes the role of Simon Belmont, a descendant of the Belmont clan, a family of vampire hunters. He travels to Dracula's demonic castle, Castlevania and fights his way through the castle destroying Dracula himself and the castle. Belmont's main weapon is a whip called "Vampire Killer", while the secondary weapons are powered by Hearts, collected by attacking candles and killing monsters. Secondary weapons available are Daggers, Holy Water (Fire Bomb), Flying Axe, Stop Watch and the Cross (Boomerang). Hidden items such as power-ups and food (health replenishment) items are also found by attacking walls within the levels, a feature inspired by Nintendo's *Super Mario Bros.* with countless hidden items across the game's levels.

Vampire Killer, released in 1986 for the MSX computer, took a departure from the traditional platform gameplay of *Castlevania*, instead introducing an open-ended form of gameplay.[6] The game's non-linear design had a similar structure to *Metroid* released that same year.[7] *Castlevania II: Simon's Quest*, released in 1987, featured non-linear gameplay more open-ended



2012 – – *Pachislot Akumajō Dracula III*
2013 – – *Castlevania: Lords of Shadow – Mirror of Fate*
2014 – – *Castlevania: Lords of Shadow 2*

than that of *Vampire Killer* and *Metroid*, with several exclusive elements such as a world map the player was free to explore and revisit.[8] The player could also purchase supplies, equipment and weapon upgrades in several different towns, making it more like an action role-playing game. It also introduced a persistent world with its own day-night cycle that affects when certain NPCs appear in certain locations and offered three possible multiple endings depending on the time it took to complete the game.[9] *Castlevania III: Dracula's Curse*, released for the NES in 1989, while having more in common with the original NES *Castlevania*, added new features, including non-linear elements such as alternate branching paths with different stages and alternate endings depending on the player's choices, as well as multiple player characters.[10]

A major turning point in the gameplay mechanics of the series was *Castlevania: Symphony of the Night*, released in 1997 for the Sony PlayStation and later for the Sega Saturn in 1998. Expanding on the open-ended style of gameplay previously used in *Castlevania II: Simon's Quest*,[8] *Symphony of the Night's* style of gameplay has been termed "Metroidvania" due to its similarities with the non-linear and exploration-focused side-scrolling games of the *Metroid* series.[11] It also used role-playing video game elements, such as collectible weapons, armor and hidden orbs. Many subsequent *Castlevania* games have since followed this template.

Ayami Kojima's art was introduced in *Symphony of the Night*, and has been featured in a few other titles. Years later, the first two Castlevania games for the Nintendo DS returned to the anime style used in the original *Castlevania: Rondo of Blood*, among other titles, in hopes of broadening the player demographic by not discouraging slightly younger Nintendo DS owners to be put off by Kojima's art.[12] *Dawn of Sorrow* was the first game to do this, and the second DS release *Portrait of Ruin* followed with the same style.[13]

The first games in the series to employ 3D graphics were *Castlevania* and *Castlevania: Legacy of Darkness* for the Nintendo 64. In 2003, the next 3D *Castlevania* title featured combat-oriented hack and slash gameplay that drew comparisons to the 2001 title *Devil May Cry*, though *Lament of Innocence* introduced several unique features to set itself apart from Capcom's title.[14] The game has also drawn comparisons to the 2002 release *Rygar: The Legendary Adventure* and 2005 release *God of War*, both of which used similar chained-blade weapons, while the latter also used similarly flashy and smooth attacks that could change direction in the middle of a combo.[15] In 2007, Koji Igarashi stated that if *The Dracula X Chronicles* does well, the series may return to the more traditional style of the original games.[16]

The success of the Castlevania series has resulted in Guinness World Records awarding the series 7 world records in the *Guinness World Records: Gamer's Edition 2008*. These records include "Most Games in an Action Adventure Series", "Largest Number of Platforms for One Series", and "Longest Castlevania Title" for the 1999 release *Castlevania: Legacy of Darkness*.

Common elements

Gameplay

The earliest games borrowed source material from motifs in iconic horror cinema and other monsters from the Universal Horror and Hammer era of films. Examples include werewolves, Frankenstein's Monster, The Mummy, Medusa, The Grim Reaper and Count Dracula himself. The earlier games paid homage to these films. The staff roll

of the original *Castlevania* mentioned parody names modeled after famous people associated with the horror genre, such as "Vram Stoker" – a play on Bram Stoker, writer of the original Dracula novel. Later games also include many monsters from mythological sources.

Plot

Most of the *Castlevania* video game franchise has been about the vampire hunting family of the Belmonts and Dracula. Almost every hundred years, Dracula is resurrected and generally the Belmonts must defeat him. Though most games in the series involve the Belmonts or their descendants, some protagonists, such as Soma Cruz and Alucard, are completely unrelated. The series is loosely based on Bram Stoker's novel *Dracula*. The novel is included in the official timeline of the series, with *Castlevania: Bloodlines* taking place shortly afterwards.[25] The connection even goes so far as to claim that Quincey Morris, a character from the novel, is in fact a Belmont descendant.

***Castlevania* series fictional chronology**

Original series
1094 - *Lament of Innocence* **1476** - *Dracula's Curse* **1479** - *Curse of Darkness* **1576** - *The Adventure* **1591** - *Belmont's Revenge* **1691** - *Castlevania* **1748** - *Harmony of Dissonance* **1792** - *Rondo of Blood* **1797** - *Symphony of the Night* **1830** - *Circle of the Moon* **1844** - *Legacy of Darkness* **1852** - *Castlevania 64* **1897** - *Dracula* **1917** - *Bloodlines* **1944** - *Portrait of Ruin* **2035** - *Aria of Sorrow* **2036** - *Dawn of Sorrow*
***Lords of Shadow* series**
1046 - *Lords of Shadow – Mirror of Fate* (Gabriel Belmont) **1047** - *Lords of Shadow* **1073** - *Lords of Shadow – Mirror of Fate* (Trevor Belmont) **1101** - *Lords of Shadow – Mirror of Fate* (Simon Belmont and Alucard) **1102-2057** - *Lords of Shadow 2*
Sources:[17][18][19][20][21][22][23][24]

The most iconic weapon of the series is a whip called Vampire Killer. It is the legendary weapon used by the Belmonts in the fights against Count Dracula, although it is sometimes passed through other families as well. The story of its origin is shown in *Castlevania: Lament of Innocence*, where it is created by Rinaldo Gandolfi for Leon Belmont, through the use of alchemy. This whip is later fused with the soul of Leon's betrothed, Sara Trantoul, to create the Vampire Killer.[26] A similar, but different whip is used by the main character, Nathan Graves, in *Castlevania: Circle of the Moon*, the "Hunter's Whip" can be augmented with magic to enhance its capabilities and the wielder depending on what is equipped. There are extra weapons available, such as fire, knives, and axes.

According to the *Portrait of Ruin*, only those possessing the "Belmont Warlord Chromosomes" are able to use the whip's full potential without paying a price, for the whip simply drains the life of users who are not of the Belmont lineage. This was learned by John Morris, for after his battle with Dracula, he noticed that his injuries never healed. Unable to fully utilize the Vampire Killer whip's powers without harming his own life, he soon succumbed and died. However, his son, Jonathan Morris, was able to receive the whip's full power for a short time through a ritual that was performed by the Lecarde sisters. The ritual required Jonathan to defeat the whip's memory of the previous owner, which was an entity bearing the likeness of Richter Belmont.[27] After Jonathan defeated a vampire by the name of Brauner who was utilizing Dracula's power, the whip was soon returned to the Belmont family.

An official timeline in English was released along with the Castlevania 20th anniversary edition of *Portrait of Ruin* in 2006 available through pre-order. This timeline solves many questions of the fans about the chronology of Castlevania games, It includes *Circle of the Moon*, *Legacy of Darkness* and *Castlevania 64* as part of official canon. These games were not included in the official timeline that was published by Koji Igarashi in 2005. Also the

timeline confirms that the events that took place in Dracula are a part of official canon and that Quincey Morris was the descendant of the Belmont clan. It does not include other canonical games, novels and other media that were published after Portrait of Ruin.[28]

Another timeline was released by Konami on their Japanese website in 2007. This timeline does not include *Circle of the Moon*, *Legacy of Darkness* and *Castlevania 64* as part of the canonical timeline.[17]

Castlevania: Lords of Shadow is a reboot of the franchise, and features Gabriel Belmont on a quest to defeat the titular Lords of Shadow. While it does indeed feature the usual Castlevania motifs of vampires, werewolves and the undead – the plot is set before the rise of Dracula.[29] "...we knew we would have to drop the existing timeline and story. This would be a new story that would not tie-in directly to anything that has come before, so that new players could just jump straight in."[30] It's not part of the so-called timeline. This is an original, standalone product. We didn't want to follow the timeline because we felt it would put us in a bit of a box in terms of what we could do creatively... A lot of people don't understand the timeline. Even the fans – a lot of them don't really understand it...So this is a rebirth, definitely. It doesn't follow a timeline. It's not, people use the word canon, it's not canon. It's an original game."[19]

Development

Localization

In Japan, the series is known as *Akumajō Dracula* (悪魔城ドラキュラ *Akumajō Dorakyura*, translated *Devil's Castle Dracula*).[1] However, not every installment of the franchise had that title. For example, the first two installments for the Nintendo Game Boy were released under the title *Dracula Densetsu* and the game known in North America as *Castlevania III: Dracula's Curse* was originally released in Japan as *Akumajō Densetsu*. Castlevania: Bloodlines was also released as *Vampire Killer* in Japan. Starting with the release of *Castlevania: Harmony of Dissonance* for the Game Boy Advance, the Japanese games adopted the *Castlevania* (キャッスルヴァニア *Kyassuruvania*) name for a brief period. According to series producer Koji Igarashi the developers chose to adopt the *Castlevania* title as a way to involve scenarios that do not solely revolve around Dracula himself.[31] After some demand from fans in Japan, Konami returned to the *Akumajō Dracula* title with the Japanese release of *Castlevania: Dawn of Sorrow*. However, Konami chose to avoid using *Akumajō Dracula* on the Japanese title of *Castlevania: Lords of Shadow* series for unknown reasons.

The series is also known for the differences between the Japanese and English language versions. Particularly in earlier installments, the localization process usually removes a heavy share of violence, nudity and religious imagery. Removal of such material is prevalent in Nintendo and Super Nintendo titles *Castlevania III: Dracula's Curse* and *Super Castlevania IV*, because of Nintendo of America's strict censorship policies at the time.[32][33] *Castlevania: Bloodlines*, for the Sega Mega Drive, was renamed *Castlevania: The New Generation* for European and Australian releases to avoid the reference to blood used in the North American title. In addition, blood was re-colored and the gore removed throughout the European and Australian versions. Although censorship policies vary from country to country in Europe.

Music

The music for the first *Castlevania* game was composed by Satoe Terashima and Kinuyo Yamashita,[34][35] of Konami's Kukeiha Club of composers, shortly after graduating from college. Yamashita was credited under the pseudonym James Banana for her work on the Disk System version of the game.[36]

Most of *Castlevania's* music changes from game to game, but some themes recur often. These include *Vampire Killer*, composed by Terashima, *Bloody Tears* (血の涙 *Chi no Namida*), first composed by Kenichi Matsubara, and *Beginning* by Jun Funahashi. These three tracks first appeared in *Castlevania*, *Castlevania II: Simon's Quest* and *Castlevania III: Dracula's Curse* respectively. Several songs, including both *Vampire Killer* and *Bloody Tears* were also featured in the soundtracks of other Konami games, including Konami Wai Wai World, Contra: Hard Corps, and Konami Krazy Racers. 柴田直人プロジェクト (Naoto Shibata PROJECT)'s version of Bloody Tears is often incorrectly attributed to Cradle of Filth on various peer-to-peer networks, but can actually be found on Perfect Selection: Dracula Battle, an album featuring hard rock renditions of several classic Castlevania themes. Rap group Army of the Pharaohs also used a sample of the song as a background for their song, also called *Bloody Tears*.[37]

Chicago band Naian recorded an album centered around each character in the Castlevania universe entitled "To Vanquish This Horrible Night" in 2013.

UK singer-songwriter Lily Allen sampled pieces of music and sound effects from the original *Castlevania* game in the song *Cheryl Tweedy*, which was included on some versions of her debut album *Alright, Still*.

Reception

The *Castlevania* franchise has received significant amount of critical acclaim, with the most acclaimed game being *Symphony of the Night* for the PlayStation and the most panned being *Judgment*, with aggregate scores of 93 and 49, respectively, on Metacritic and 93.38% and 52.71%, respectively, on GameRankings.

Many of the games have appeared on lists of "best games ever". *Symphony of the Night* appeared at #16 on *IGN* "Top 100 games" and was one of the first to be introduced on the *GameSpot* "The Greatest Games of All Time". Both acclaimed the game to successfully making a game in 2D while the industry was moving to 3D.[98][99] *Castlevania III: Dracula's Curse* was named the 9th best 8-bit game by *GameTrailers*.[100] *Super*

Aggregate review scores

Game	Game Rankings	Metacritic
Castlevania	70.92% (GBA)[38]	—
Simon's Quest	—	—
The Adventure	55.07%[39]	—
Dracula's Curse	—	—
Belmont's Revenge	83.50%[40]	—
Super Castlevania IV	82.06%[41]	—
Dracula X	71%[42]	—
Bloodlines	83.50%[43]	—
Symphony of the Night	93.03%[44]	93 [45]
Legends	52.88%[46]	—
Castlevania 64	72.71%[47]	78 [48]
Legacy of Darkness	63.80%[49]	—
Circle of the Moon	88.32%[50]	91 [51]
Chronicles	73.53%[52]	69 [53]
Harmony of Dissonance	85.12%[54]	87 [55]
Aria of Sorrow	87.86%[56]	91 [57]

Castlevania IV was named the 11th best game of the SNES by *ScrewAttack* on their "Top 20 SNES Games".[101] The series as a whole was also named one the 4th best franchises in game ever by *IGN*, behind only *Final Fantasy*, *The Legend of Zelda* and *Mario*, and citing *Symphony of the Night*, *Aria of Sorrow* and *Super Castlevania IV* as highlights.[102] *Aria of Sorrow* was also named the 2nd best game on the Game Boy Advance and one of the must buy for the system, according to the same website.[103][104] Three games appeared on *Nintendo Power* "Top 200 Games", namely *Castlevania*, *Aria of Sorrow* and *Circle of the Moon*, at #23, #22 and #108 respectively.

Lament of Innocence	78.72%[58]	79 [59]
Dawn of Sorrow	90.35%[60]	89 [61]
Curse of Darkness	70.37% (PS2)[62]	70 (PS2)[63]
Portrait of Ruin	84.98%[64]	85 [65]
The Dracula X Chronicles	81.40%[66]	80[67]
Judgment	51.59%[68]	49 [69]
Order of Ecclesia	85.67%[70]	85 [71]
The Adventure ReBirth	81.10%[72]	82 [73]
Encore of the Night	74.88% (iOS)[74]	80 (iOS)[75]
Harmony of Despair	70.96% (Xbox 360)[76] 66.88% (PS3)[77]	68 (PS3)[78] 67 (Xbox 360)[79]
Lords of Shadow	82.70% (Xbox 360)[80] 83.33% (PS3)[81] 77.40% (PC)[82]	85 (PS3)[83] 83 (Xbox 360)[84] 81 (PC)[85]
Lords of Shadow – Mirror of Fate	71.81% (3DS)[86] 74.00% (Xbox 360)[87] 63.75% (PS3)[88]	72 (3DS) [89] 73 (Xbox 360)[90] 70 (PS3)[91]
Lords of Shadow 2	71.00% (Xbox 360)[92] 63.12% (PS3) [93] 58.10% (PC)[94]	70 (Xbox 360)[95] 63 (PS3)[96] 60 (PC)[97]

In other media

Simon Belmont was one of the stars in the animated series *Captain N: The Game Master*.[105] He was a member of the N-Team, a group of mostly video game characters who defended Videoland against the antagonist Mother Brain from *Metroid*. Dracula, referred to only as 'the count', also appeared as a villain in *Captain N*. Alucard appeared in one episode, though he was portrayed as a rebellious skateboarding teenager. Several other Castlevania monsters had minor roles, including Frankenstein's Monster, the Mummy, the Wolf Man, and the Skull Knight. Simon is portrayed as egotistical on the show and his physical appearance differs from his design in the video game series.

The franchise also has its own toy line manufactured by NECA which consists of six figures of Simon Belmont, Alucard, Dracula (available in two variants with one variant with its mouth closed and the another one with its mouth open showing Dracula's vampire fangs), Succubus and a Pixel Simon mini figure which was exclusively available as a promotional item at Comic-Con 2007 where the figures were first shown in full form.[106][107] In 2005 IDW Publishing released a comic book adaptation *Castlevania: The Belmont Legacy* written by Marc Andreyko with art by E. J. Su. It was based on the *Castlevania: The Adventure*.[108]

In 2008, a graphic novel adaption of *Curse of Darkness* was released by Tokyopop in English.[109]

The franchise also consists of a calendar of Lament of Innocence available with the limited edition of the game and containing seven illustrations[110] and another released as a promotion for Castlevania Judgment from April 2009 – March 2010 containing images of various Castlevania characters from the game.[111] Artbooks of many games[110]

have also been released. The franchise also contains comics, prize collection artworks of *Symphony of the Night* and *Judgment* as part of its print media.

Two collector cards series have also been released. One is available with *Simon's Quest* and the other with *Symphony of the Night*. Soundtracks of various games have also been released separately.

Film

In November 2005, Crystal Sky Pictures acquired the rights to adapt the video game series into a motion picture. The company attached Paul W. S. Anderson to write and direct the film adaptation, with production slated to begin in mid-2006.[112] Later in the month, Dimension Films entered negotiations with Crystal Sky for North American distribution of *Castlevania*. The film adaptation was estimated to have a budget of $50 million.[113] In July 2006, producer Jeremy Bolt explained that *Castlevania* will "integrate a Dracula origin story... with the story of the Belmonts". Bolt also said that the film would refer back to early versions of the games.[114] Director Anderson reiterated Bolt's description, adding that Dracula and Simon Belmont would be key characters in the film. Anderson also indicated that the "very lush, Romantic, Gothic look" of the 3D incarnations of the *Castlevania* series would be used in the film. He also expressed his hope in using the games' composer, Michiru Yamane, to score the film's soundtrack.[115]

In November 2006, Rogue Pictures replaced Dimension Films, who reneged over script differences, in handling North American distribution of *Castlevania*, with Crystal Sky Pictures handling international distribution. Paul W. S. Anderson described *Castlevania* to take place in many time periods, but primarily in 15th century Transylvania. The director and producer Jeremy Bolt had scouted locations in Hungary and Romania, with plans to build castle interiors in Budapest. Principal photography was slated to begin in spring 2007.[116]

In January 2007, director Anderson said the studio was still finalizing the film's budget, and filming would begin in fall or winter in Transylvania and Hungary. According to the director, the filming was postponed because production had desired snow on the ground for the film's forest scenes. Anderson described the locations: "It was like discovering Mordor as a real location — epic, dramatic, and above all scary. These locations haven't been shot properly in a mainstream movie, so that is always extra exciting... to put something on camera that hasn't been seen before." The director also revealed that post-production and effects work for *Castlevania* would be done in London.[117]

In June 2007, Anderson conceded directing duties to Sylvain White in order to take on the project *Death Race*, a remake of *Death Race 2000*. White, who played the *Castlevania* video game in the early 1990s, was attracted to the prospect of filming a vampire film. White explained: "Most of the vampire films have been present or set in the future, from *Blade* to *Underworld*, and I was attracted by the chance to make a dark, epic period movie that almost has an anime feel to it". The new director, who negotiated a salary of seven figures, will rewrite the script with Anderson's assistance. The premise will follow Trevor Belmont and his younger brother Christopher as they are ordered into service to the church, to take the cursed castle of Dracula and live up to the legend set by their ancestor Leon. Production of *Castlevania* was slated to begin in late fall 2007 in South Africa and Romania. *Castlevania* was planned for a late 2008 release.[118] In October 2007, Anderson said that he hoped to have a script within two or three weeks before the onset of the 2007 Writers Guild of America strike. Producer Jeremy Bolt said that production was intended to begin in spring 2008.[119]

In December 2007, Rogue Pictures halted active development of *Castlevania* due to the writers' strike and, later, the sale of the studio to Relativity Media and possibility of a screen actors' guild strike. Despite the shelving, White remains committed to direct the film.[120] "We still want to make the movie, but I can't say we're going into production in January or anything like that. It's a project that everybody likes. I love the videogame. I think the script is really strong. Everyone is really enthusiastic about it, but we're still in the process of deciding when the movie gets shot," Anderson explained.

On May 27, 2009, the Castlevania film was reported as officially canceled.[121] However, on July 22, horror website Bloody Disgusting broke the news that *Saw* co-creator James Wan had been signed to pen a new draft, as well as to direct.[122] A few months later it was reported that Paul W. S. Anderson is still circling the project.[123] In 2012, while promoting Resident Evil: Retribution Paul W.S. Anderson stated that he would like to make it; however, the rights are an issue.[124]

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- *Akumajō Dracula* series (http://www.konami.jp/gs/game/dracula/) at Konami Tokyo **(Japanese)**
- *Castlevania* series (http://web.archive.org/web/20080501191140/http://www.konami-data.com/officialsites/castlevania/) at Konami USA
- *Akumajou Dracula* (http://www.arcade-museum.com/game_detail.php?game_id=6840) at the Killer List of Videogames
- The *Castlevania* series (http://www.mobygames.com/game-group/castlevania-akumaj-dracula-series) at MobyGames

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Castlevania THE TIMELINE

More than 300 long years. . .

The Belmont clan, inheriting the burden of finding Mathias, continue to hunt down vampires. For this reason, all members of the Belmont clan are bestowed with the title, Vampire Hunter. Feared for their powers, they are shunned by society. To further their troubles, each slain vampire only adds to the growing power of Dracula. The genocide of humanity begins at the hand of Count Dracula. Alerted to Dracula's existence, a secret team is sent in by the Eastern Church to find and defeat him, but all attempts to suppress Dracula end in failure. Faced with no other options, the Church turns to the Vampire Hunters, the Belmont clan, to pursue and defeat Dracula.

1000

1094 Castlevania Lament of Innocence ~ The vampire, Walter Bernhard, holds a castle and controls the forest known as "Eternal Night". His fiance kidnapped by this very vampire, Leon Belmont renounces his pledge to the Church do battle alone. However, everything was just a plot by Leon's close friend Mathias. For Leon, all that was left was the Vampire Killer whip, created from his fiance's sacrificed life force. Thus, the Belmont clan's struggle against evil begins, with Leon walking the path of the Vampire Hunter in pursuit of Mathias, now one of the vampires.

Leon Belmont

1200

1476 Castlevania Dracula's Curse ~ The genocide of humanity begins at the hand of Count Dracula. Alerted to Dracula's existence, a secret team is sent in by the Eastern Church to find and defeat him, but all attempts to suppress Dracula end in failure. Faced with no other options, the Church turns to the Vampire Hunters, the Belmont clan, to pursue and defeat Dracula. With the hunt underway, a showdown is imminent. Mathias changes his name to Vlad Tepes and continues to live on for hundreds of years. Trevor Belmont, the pirate Grant, the cleric Sypha, and Alucard, the son of Dracula, join forces and succeed in overthrowing Dracula. Sypha then takes Trevor's hand in marriage, while Alucard — pained from fighting his own father — submerges into an eternal sleep.

Trevor Belmont

1300

1479 Castlevania Curse of Darkness ~ Hector had given up his powers and fled Vallachia to pursue a different life prior to Dracula's death at the hands of Trevor Belmont. Now, three years after the events of Castlevania III, the power of Dracula's curse has infected all of Europe. As the continent succumbs to pestilence, heresy and mob violence, Isaac — a former friend and fellow Devil Forgemaster —suddenly appears. Believing their master's death was a result of Hector's betrayal, Isaac implicates his friend's beloved in a deadly witch trial. Fueled by revenge, Hector sets off on a journey to his former home, which is now completely morphed in dark magic, to confront Isaac. But at the same time, this meant that Hector had to remaster what he had given up in the past, Devil forgery which he hated for years. And Hector will be taken back to a whirl of destiny.

Hector

1400

1576 The Castlevania Adventure ~ Count Dracula, slain 100 years before, is reborn. It is here where the legend begins — once every 100 years, Dracula will come back to life. Christopher, in another fight with Dracula, apparently succeeds in vanquishing Dracula...but Dracula was not destroyed, and in 15 years a dreadful tragedy will occur.

1591 Castlevania II Belmont's Revenge ~ Waiting over 15 years for Christopher's son Soleiyu to turn 15 years of age, in spirit form Dracula has laid in waiting. Dracula coaxes Soleiyu to join the side of evil in a plot of revenge against the Belmont Clan.

1691 Castlevania ~ Count Dracula is revived by the forces of evil again, for the second time. Simon Belmont defeats Dracula once more, but in the wake of his death, is struck with a horrifying curse. With news of his victory spreading around the world, Simon is becoming the most famous Vampire Hunter in history.

Simon Belmont

1500

1698 Castlevania II Simon's Quest ~ The curse suffered 7 years earlier continues to infect and eat its way through Simon's body. According to a gypsy fortune teller, Dracula would be revived yet again once the curse reaches its peak. In order to lift the curse, Simon must gather up the scattered fragments of Dracula's body and burn them where the castle once stood. He successfully gathers and burns all five pieces...but Dracula is reborn again through a sixth piece. Simon fights valiantly and defeats Dracula and prevents his revival.

1600

1748 Castlevania Harmony of Dissonance ~ Fifty years after Simon's battle, Juste, of Belmont lineage, must fight monsters and uphold the duty of hunting for Dracula's relics However, his old childhood friend, Lydie, is kidnapped and taken into a mysterious castle, which had suddenly risen up out of the mist...Dracula is only supposed to reappear once every 100 years...Juste's friend, Maxim, joins him in the search for Lydie in the castle. Possessed by the broken fragments of Dracula brought together by Maxim, the castle was spawned, born out of a thirst for power. Combining the three's strength, the castle vanishes back into the mist.

Juste Belmont

1700

1792 Castlevania Dracula X ~ Called back to life by the dark priest Shaft, Dracula is awakened again. Richter, burdened by destiny, sets out to find and kill Dracula and save the women kidnapped from his town, including Annet, his fiance. Richter is faced with saving all of the women on top of destroying Dracula. Once inside the castle and aided by Maria Renard, he prevails over Dracula. However, Shaft's curse seeps into his heart, left defenseless from his battle with Dracula.

Richter Belmont

1797 Castlevania Symphony of the Night ~ Shaft would come to exist only as a spirit transfered and kept in a crystal ball... However, in the five years since the last battle, Shaft manages to regain power through Richter's curse. After four years, Shaft succeeds in gaining full control over Richter. Using the legendary power of Belmont, Shaft plots to reawaken Dracula. Maria sets out to find the missing Richter, only to have Castlevania rise from out of the mist showing her the way. Sensing the rise of evil, Alucard awakes from a 300 year slumber. Thanks to Alucard, the return of Dracula is prevented. After this fall of Dracula, the Vampire Killer whip kept for so long by the Belmont clan is passed on to the Morris clan. The real motive behind this is not clear, and Richter becomes known as the last Belmont...but in reality the whip eventually does make its way back to the Belmonts...

Alucard

1800

1830 Castlevania Circle of the Moon

1844 Castlevania Legacy of Darkness

1852 Casltevania 64

1897 Belmont descendant, Quincy Morris, keeps Dracula at bay.

1900

1917 Castlevania Bloodlines ~ Enter the legendary, 16th century vampire, Elizabeth Bartley, known also as Dracula's niece. With a sacrificial war necessary to bring Dracula back to life, the outbreak of World War I occurs. Quincy Morris' son, John, and John's friend, Eric, vow to take up the fight against evil. Note from the developer: A secret to explain the reason why a 16th century vampire somehow shows up in the 20th century is now being planned.

1944 Castlevania Portrait of Ruin ~ The world is in chaos. The second world war has claimed millions of lives, leveled cities, destroyed nations. The souls of the war's dead blanket the planet, lost, hurt, and angry. Their anguish summons an accursed castle of legend. It had appeared many times throughout history, bringing with it evil and darkness. The castle of Dracula, the lord of evil. It arrives in man's darkest hour, to push us over the brink, into ruin.

Jonathan Morris

1999 On August 11th (July 1 on the old Japanese calendar), a total solar eclipse appears over Eastern Europe. It was predicted by Nostradamus the Great Lord of Terror would descend upon the earth on that day. The Belmont Clan, the Belnades Clan, and Alucard all confirm it is indeed the coming revival of Dracula himself. Awaiting the rebirth of Dracula, in Japan they find the magic which can even control gods using the power of a solar eclipse...and prepare to take on the Count. It is Julius, the heir to the Belmont clan, who takes up the Vampire Killer to face Dracula's power. Then, by the secret arts of the Hakuba clan, Dracula is trapped and confined within the darkness of the eclipse. It is this which ultimately seals Dracula's fate by destroying him and eternally ending his regeneration cycle.

2000

2035 Castlevania Aria of Sorrow ~ It is prophesized that the supposedly perished Dracula will return again. Then it happened in Japan in 2035 on the night of a total solar eclipse...High school students Soma Cruz and Mina Hakuba are beckoned towards the supposedly vanquished Castlevania. When Soma awakes, he finds himself within the confines of the castle. To escape from the castle, Genya Arikado guides Soma to the throne room. There to greet them in the throne room is the shock that Soma himself is Dracula. To free himself from the chaotic power of Dracula, Soma must battle the chaos within himself. Finally liberated from his chaotic powers, he is freed from his demonic destiny.

Soma Cruz

2036 Castlevania Dawn of Sorrow ~ Taking place a year after Aria of Sorrow, the game's protagonist— Soma Cruz — finds himself at the center of a mysterious cult's plan to resurrect their evil lord and master Dracula. In order to save himself and protect the lives of those he loves, Soma must infiltrate the enemy's home base, a towering replica of Dracula's castle that is teaming with monstrous creatures.

2100

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Castlevania Timeline

The ***Castlevania* Timeline** shows the official chronology of the Castlevania series. It was first revealed in Konami magazine in 1997. The timeline was intended to be a reference for the developers of *Symphony of the Night*, but was accidentally leaked. [1]

At that time, the upcoming *Castlevania Legends* was intended to be the origin story of the series, however, the game was removed from the timeline during development, and this was made clear in the next issue of the magazine. The spin-off game *Akumajo Special: Boku Dracula-kun* (localized as *Kid Dracula*) was also included. Likewise, the game was removed from later editions of the timeline. The *Akumajo Dracula X Chronicle* guidebook later went on to state there was no story connection with the rest of the series.

Not all Castlevania games are intended to be part of the timeline. Several games and other media deliberately take place outside of it. They can be classified as a story set in a completely different universe. *Castlevania Legends* and *Lords of Shadow* are part of this category. The stories of these games have nothing to do with that of the main timeline, and take place in completely different worlds. They often feature alternate incarnations of certain characters, but with different back stories.

See ***Lords of Shadow* timeline** page for events taking place in the Lords of Shadow titles.

Spoiler warning: *Plot and/or ending details follow.* (Skip section)

Contents

Main Timeline

Leon Belmont's Era

- **Game: *Castlevania: Lament of Innocence* — 1094 A.D**

The 11th century was a time of knighthood, when the medieval monarchs were waning due to feuding lords and knights. Two of the courageous knights fighting during this period were Leon Belmont and Mathias Cronqvist, who together with Leon's exceptional combat experience and Mathais's skills as a tactician led one of the strongest companies in the realm. Walter Bernhard was a powerful vampire who lived in a castle within a forest covered in eternal darkness. One day, Leon's fiance, Sara, is kidnapped by this very vampire. Leon renounces his loyalty to the Church in order to save her. In the end, in order to avenge his fiance's death, he manages to defeat Walter with the Vampire Killer whip, created from Sara's soul. However, everything was just a plot by Leon's close friend Mathias, who had turned into a vampire in order to defy God, who allowed his wife to die of an illness. [2]

12th-14th centuries

With Leon now walking the path of a Vampire Hunter in pursuit of Mathias, the Belmonts' struggle against evil begins. From generation to generation, the magical whip and the title of Vampire Hunter is passed down. Feared for their powers, they are shunned by society and lived in exile. What they also didn't realise was, that each slain only adds to the power of Mathias, who used the power of the Crimson Stone to absorb them. Growing more powerful over the years, Mathias eventually declares himself King of the Night, and changes his name to Dracula Vlad Tepes. He continues to hide in foreign lands. [3]

Trevor Belmont's Era

- **Game: *Castlevania III: Dracula's Curse* — 1476 A.D**

The genocide of humanity begins at the hand of Count Dracula. Alerted to Dracula's existence, a secret team is sent in by the Eastern Orthodox Church to find and defeat him. But all attempts to surpress Dracula end in failure. Faced with no other options, the Church turns to the Belmont family of vampire hunters, to pursue and defeat Dracula. In the course of his quest, Trevor Belmont frees the freedom fighter Grant Danasty and the mage Sypha Belnades, and meets Alucard, Dracula's son, who all join forces with him and succeed in overthrowing Dracula. Sypha then takes Trevor's hand in marriage, while Alucard, pained from fighting his own father, submerges into an eternal sleep. [4]

- **Game: *Castlevania: Curse of Darkness* — 1479 A.D**

Though defeated at the hands of Trevor Belmont, Dracula's curse still ravages the countryside of Europe, bringing with it disease, mob violence, and heresy. Amidst this chaos is Hector, a Devil Forgemaster who had formerly worked in the service of Dracula. Yet Hector grew weary and disgusted of the count's brutal methods and left to live with humans. When his human wife was killed and his fellow forgemaster, Isaac, is implicated in the deed, Hector sets off for Dracula's stronghold to settle the score with him. At the end, it revealed that Isaac made Hector regain his devil forging powers so that Dracula's castle would return to the human world. What Isaac didn't know was that he himself was being used by Death, Dracula's right-hand-man. Death believed that Hector would kill Isaac and that Dracula's Curse would take control of him, with his body becoming a vessel for Dracula's safe return to Earth. However, Hector realized that his drive for vengeance was caused by Dracula's Curse. Hector did not kill Isaac, but Death killed Isaac anyway and summoned Dracula through Isaac's body. Hector killed his former master, and performed the "Final Forging" where he summoned the essence of the curse and destroyed it. But a mysterious man named Saint Germain, who Hector had met earlier, believes that the war will never end and even when all evil is destroyed, there will still be ones who will claim evil's mantle again.

Christopher Belmont's Era

- **Game: *Castlevania: The Adventure* — 1576 A.D**

Count Dracula, slain 100 years before, is reborn. It's rumored the Bartley family was responsible for this act. It's from this point on that the legend begins: "*Once every 100 years, when the faith in God is forgotten, Dracula will come back to life*". Christopher, descendant of Trevor, apparently succeeds in vanquishing Dracula. [5]

- **Game: *Castlevania II: Belmont's Revenge* — 1591 A.D**

Though Christopher Belmont had defeated the evil count Dracula fifteen years ago, he did not manage to destroy him, as the count turned himself into mist and managed to escape, building up his energy and biding his time over the years. As Christopher's son came of age, a ceremony was being held to confer the title of *Vampire Hunter* upon him, so that a father-son team would be formed, but after the ceremony had been completed, Dracula used his powers to take control of Solieyu Belmont's mind, and then made four castles appear. Christopher vowed to destroy Dracula and return his son to normal, and in the end, he defeated the evil count, restored his son, and the land was returned to its normal balance once again.

Simon Belmont's Era

- **Game: *Castlevania*[6] — *1691 A.D***

Count Dracula is fully revived by the forces of evil for the second time. Simon Belmont defeats Dracula once more, but in the wake of Dracula's death, is struck with a curse.[7]

- **Game: *Castlevania II: Simon's Quest* — 1698 A.D**

The curse inflicted upon Simon seven years earlier continues to affect his body, which slowly starts to decay. A mysterious woman appears to Simon while visiting his family's graveyard, and is told that Dracula will be revived when the curse kills him. The only way to lift the curse is for Simon to gather the scattered body parts of Dracula and burn them where his castle once stood. Simon succesfully gathers and burns all of the five pieces. However, Dracula is reborn again through a sixth piece (his fang[8]). Simon fights valiantly and prevents Dracula's full resurrection from taking place.[9]

Juste Belmont's Era

- **Game: *Castlevania: Harmony of Dissonance* — 1748 A.D**

Fifty years after Simon's battle, Juste Belmont, grandson of Simon, continues the family's vampire hunting tradition and upholds the duty of searching for Dracula's relics. However, his childhood friend, Lydie, is kidnapped and brought to a mysterious castle, which had suddenly risen up out of the mist. Juste's best friend, Maxim, joins him in the search for Lydie in the mysterious castle. However, it turns out that Maxim was possessed by a evil spirit born out of Dracula's remains, which were brought together by him. The castle that had appeared was spawned from Maxim's mind. The evil spirit wished to sacrifice Lydie in order to revive the true castle of Dracula. Combining the strength of the three friends, the evil spirit is defeated, his hold on Maxim disappears, and the castle vanishes back into the mist.[10]

Richter Belmont's Era

- **Game: *Castlevania: Rondo of Blood* — 1792 A.D**

Called back to life by the Dark Priest Shaft, Dracula is awakened again. Richter Belmont, descendant of Simon and Juste, sets out to find and kill Dracula and save the women kidnapped from his town, including his fiance Annette. Aided by Maria Renard, a girl with mysterious powers, Richter prevails over Dracula. However, Richter was left defenseless from his battle with Dracula and Shaft's curse enters his body.[11]

- **Game: *Castlevania: Symphony of the Night* — 1797 A.D**

Shaft would continue to exist as a spirit contained within a crystal ball. However, in the five years since the previous battle, Shaft manages to regain power through the curse placed on Richter. After four years, Shaft succeeds in gaining full control over Richter. He plans to revive Dracula with the aid of Richter's powers. Maria sets out to find the missing Richter only to stumble on Dracula's castle which had risen out of the mist. Sensing the rise of evil, Alucard awakes from a 300 year slumber. Thanks to Alucard, Richter is freed from Shaft's influence. Unable to influence Richter further but with enough power to act on his own, Shaft summons Dracula's true castle as an inverted floating version in the sky above the current castle. Shaft lets Alucard collect the pieces of Dracula's body and then uses his own spirit as fuel to summon Dracula himself with them. Alucard battles his father and eventually defeats him as he is using an imperfect form. Maria, Richter, and Alucard meet outside as the castle crumbles. Alucard leaves to return to his sleep and Maria decides to leave with him, as she has fallen in love with him. Sometime later, Richter vanishes from history.[12]

- **Radio Drama: Akumajō Dracula X: Tsuioku no Yasōkyoku — *1798 A.D***

The Incubus Magnus plots to make Alucard take his father's place as the Dark Lord. With the combined strength of five vampire hunters, this plan is foiled.

Era of the Belmont clan's absence

In the 1800s, the Belmonts mysteriously disappear. In their place, several organizations are formed to try and find ways to prevent Dracula from returning. The most prominent of these is the Order of Ecclesia.

- **Game: *Castlevania: Order of Ecclesia* — 18?? A.D**

Shanoa, an Ecclesia member, has been chosen to be the bearer of Dominus, a Glyph that was developed to be used as a weapon against Dracula. Fellow member Albus steals the three pieces that make up Dominus out of jealousy. Shanoa pursues Albus and manages to retrieve the pieces. When she returns to Ecclesia's leader, Barlowe, it's revealed he wishes to revive Dracula with the help of Dominus. He and Shanoa battle, but Dracula's spirit leaks from Dracula's remains, which were stored in Ecclesia's headquarters, and takes control of Barlowe, resulting in Dracula being reborn in a host body. Shanoa heads to Dracula's newly risen castle and confronts him, managing to defeat him in the end.

Quincy Morris' Era

Sometime after Richter Belmont's era, the Vampire Killer whip kept for so long by the Belmont Clan is passed on to the Morris Clan. The motive behind this is unclear, and Richter becomes known as the last Belmont. In reality, the whip does make its way back to the Belmonts.[13]

- **Game: none — 1897 A.D**

Quincy Morris, a distant descendant of Trevor Belmont, keeps Dracula at bay. [14]

John Morris' Era

- **Game: *Castlevania: Bloodlines* — 1917 A.D**

The legendary vampire Elizabeth Bartley, Dracula's niece, suddenly appears in the 20th century. Plotting a sacrificial war in order to bring back her uncle back to life, she orchestrates the beginning of World War I. Quincy Morris' son, John, and his best friend Eric Lecarde (rumored by fans to be descended from Maria Renard and Alucard, hence "Lecarde"), vow to take up the fight against evil. Together they manage to prevent Dracula's full resurrection. [15]

Jonathan Morris' Era

- **Game: *Castlevania: Portrait of Ruin* — 1944 A.D**

The world is in chaos due to the second world war. The souls of the dead roam the earth. Their anguish summons Dracula's legendary castle. Jonathan Morris, son of John, and his ally Charlotte Aulin, step forward to fight evil. They discover a vampire named Brauner, who has claimed the castle as his own. They fight him in order to destroy the castle, but by defeating Brauner, Dracula is freed from the seal that kept him locked away. The Count is defeated once more. [16]

Julius Belmont's Era

- **Game: none — 1999 A.D**

On August 11th, a total solar eclipse appears over Eastern Europe. According to a prediction of Nostradamus, Dracula would be revived on this day. The Belmont Clan (which had re-emerged in this era), the Belnades Clan and Alucard all confirm it's indeed the coming revival of the Dark Lord. Awaiting his return, they find the magic in Japan which can even control gods with the power of a solar eclipse. It's Julius, the current heir of the Belmont Clan, who takes up the Vampire Killer to face Dracula. With the secret art of the Hakuba Clan, Dracula's castle is trapped and confined within the darkness of the eclipse. With his source of power and means of resurrection sealed away, Dracula is slain permanently. [17]

Era of Dracula's rebirth

- **Game: *Castlevania: Aria of Sorrow* — 2035 A.D**

It's prophesied that the supposedly perished Dracula would return again. In Japan, in the year 2035 on the night of a solar eclipse, high school students Soma Cruz and Mina Hakuba are transported to Dracula's castle when entering the Hakuba Shrine. When Soma awakes, he finds himself within the confines of the castle. In order to escape the castle, he teams up with Genya Arikado, Yoko Belnades, and the amnesiatic "J" to defeat Graham Jones, who believes he is the new Dracula. When he finally arrives at the throne room, he learns he himself is Dracula reborn after he defeats Graham. To free himself from the chaotic power of Dracula, he has to travel to the chaos realm on the other "side" of Dracula's castle. After managing to liberate himself from Dracula's power and destroying the source of chaos, he escapes the castle together with his friends. [18]

- **Game: *Castlevania: Dawn of Sorrow* — 2036 A.D**

It has been one year since the uproar about Dracula in the eclipse. Soma Cruz is at peace. But a cult leader, Celia Fortner, attacked Soma in broad daylight and tells him to follow her back to Dracula's castle. In order to avoid involving Mina, Soma enters the castle alone. Yoko Belnades, Julius Belmont, and Genya Arikado also arrive with the intention of stopping the cult. With Soma's arrival in the castle, Celia begins her plan for the advent of the new Dark Lord. She tries to instigate the revival of Dracula by having Soma embrace his darkness or, if that would fail, having another heir of Dracula's power kill him. Celia fails to get Soma to turn, but is killed later by another candidate who copied Soma's power of Dominance. Yoko, Julius, and Arikado help Soma track him down, but they are too late. Trying to acquire souls like Soma, he loses control and transforms into a giant monster called Menace, who is comprised of all the souls he collected. After its defeat, Soma returns home. [19]

- **Novel: *Akumajo Dracula: Kabuchi no Tsuisoukyoku* — 2037 A.D**

Julius Belmont's pupil Curtis Lang, together with his ally Michelle Danasty, battles against the rogue vampire Olrox, who wishes to conquer the forces of both humanity and chaos.

Alternate Continuity

The following is confirmed to take place in a string of alternate timelines that are closely related to the primary continuity, either being similar to the main sequence of events or somehow spinning off from the series' formal timeline. As "gaiden" titles, they are not necessarily connected to each other, but they are considered part of the same overall universe as the main timeline.

- **Gamebook: *The Legend of Satanic Castle: The Vampire Hunters***

Sid Belmont, descendant of Trevor, along with his allies Row Danasty, Zouk Belnades and Leila travel to Dracula's castle in order to prevent his resurrection.

- **Game: *Castlevania: The Adventure ReBirth* — 1576 A.D** [20]

100 years have passed since the death of Count Dracula, but the revival of his curse has emerged once again within the realms of Transylvania. Christopher Belmont heads out to save the land.

- **Comic: *Castlevania: The Belmont Legacy* — 1576 A.D**

Christopher Belmont's fiance, Illyana has been kidnapped by Dracula after his revival by the Bartley family. Taking the whip kept safe by a family of vampire hunters called the Totoyan's, Christopher sets out to rescue Illyana.

- **Game: *Haunted Castle / Super Castlevania IV* — 1691 A.D**

It is the classic tale of Simon Belmont versus the reawakened Count Dracula, but these alternate versions of his adventure have very different features compared to the one in the main timeline. For example, one version has Dracula kidnap his bride Selena, and the other has a much longer trek towards Dracula's castle. These splintered timelines have the same overall result, however.

- **Game:** ***Castlevania: Order of Shadows*** **— 16?? A.D** [21]

The Belmonts find the hideout of The Order, and attempt to stop them before they can revive the Count. Desmond Belmont defeats the leader of this group, Rohan Krause, which only serves as a catalyst for Dracula's return. He then defeats Dracula, but a mysterious force or powerful being keeps Dracula's Castle from crumbling.

- **Game:** ***Castlevania: Dracula X*** **— 1792 A.D** [22]

Dracula is revived by his followers and it is Richter's destiny to stop him. At the same time, he is forced to save his fiance Anette and Maria. Maria's powers do not awaken in this timeline, and Richter overcomes Dracula on his own.

- **Game:** ***Castlevania: Circle of the Moon*** **— 1830 A.D** [21]

In an old Austrian castle, the worshippers of Dracula attempt to resurrect their master. Vampire Hunter Morris Baldwin and his apprentices, Nathan Graves and Hugh Baldwin, rush to the castle in an attempt to stop the resurrection, only to arrive a moment too late. Camilla, one of Dracula's minions, has just revived the Count and kidnaps Morris; the two apprentices then plummet down into the depths of the castle. In the end, Nathan defeats Camilla, rescues Hugh and Morris, and defeats the dark lord, Dracula.

- **Game:** ***Castlevania: Legacy of Darkness*** **— 1844 A.D** [21]

Following Dracula's revival, a village is attacked by evil forces, and Ada, the sister of the man-beast Cornell, is taken. Cornell returns to find the town under attack. After finding out about his sister's caputure, he rushes to Dracula's castle to find Ada. Ada was to be sacrificed, but Cornell saved her by defeating Dracula, sacrificing his wolf powers in the process. Also includes another interpretation of the events of *Castlevania 64*.

- **Game:** ***Castlevania 64*** **— 1852 A.D** [21]

Dracula is reborn in the body of the child Malus. However, the memories of who he really was were lost. Dracula's forces, unaware which child was their master reborn, kidnapped all of the children from the surrounding villages, and brought them to Dracula's revived castle. Sensing Dracula's return, Belmont descendant Reinhardt Schneider and Carrie Fernandez decided to hunt Dracula. They rescued Malus and believed they defeated Dracula. However, it turned out this Dracula was an imposter and the memories of Malus were restored. He then reveals himself to be the true Dracula. However, he was subdued through the combined effort of Reinhardt and Carrie.

- **Gamebook:** ***The Devil Castle Dracula: The Battle of Old Castle*** **— 195? A.D**

Simon Belmont, descendant of the legendary Simon who defeated Dracula in the past, accidentally breaks the seal that kept Count Dracula locked away, while shooting a movie about his ancestor's exploits in Dracula's castle.

- **Game:** ***Castlevania: The Arcade*** **— 1??? A.D** [21]

A Vampire Hunter, a Lady Gunner and a Little Witch join forces to fight the forces of evil. They manage to overcome Dracula in a climatic battle.

Spoilers end here.

Kid Dracula Timeline

The Kid Dracula games take place in the "Demon World"

- **Game:** ***Boku Dracula-Kun*** **— 11797 A.D** [23]

Kid Dracula awakens after a ten thousand year nap to be challenged by Galamoth. He sets forth to put an end to Galamoth's ambitions and keep the takeover of the world for himself.

- **Game:** ***Kid Dracula***

Galamoth returns after being defeated. Kid Dracula has forgotten most of his skills since then, but Death allows him to borrow some of his father's items to defeat Galamoth once again.

Akuma no Chi Chi no Akumu Timeline

The novel Akumajo Dracula: Akuma no Chi Chi no Akumu (translated as "Demon Castle Dracula: Blood of the Demon - Nightmare of Blood") takes place in its own universe. In this world, the Belmonts are not related by blood. Each generation, a "guardian" is born that is destined to take the name of Belmont. Dracula's real name is Claude Runkle in this world. [24]

- **Novel:** ***Akumajo Dracula: Akuma no Chi Chi no Akumu***

Dracula is revived by Pierre Baiyan. Simon, Dracula's best friend when he was still human, returns as a Kresnik in order to vanquish him for a second time. Meanwhile, the missionary Dean Silva, tries to save his lover Elizabeth Arye from becoming a vampire.

Legends Timeline

Castlevania Legends is an alternate universe story to the Castlevania timeline.[25]

Sonia Belmont's Era

- **Game:** ***Castlevania Legends*** **— 1450 A.D**

During the Middle ages there lived a man who wished to obtain power. In the year 1431, this man made a pact with an evil deity who granted him power to conquer the world. From that moment on, the man became a powerful Demon King known as Dracula. For nineteen years, he terrorised Europe with his army of monsters, conquering one nation after the next. Seventeen year old Sonia Belmont, takes up a magical whip left to her by grandfather, and swears to avenge him after he was killed by Dracula's minions. During her search, she meets and forms a strong bond with her

enemy's son, Alucard. After vanquishing the Count, Sonia vows that if Dracula returns after her lifetime, others will take her place and defeat him. Afterwards, she gave birth to a son fathered by Alucard. This child would later defeat Dracula once more.

Pachislot Akumajo Dracula Timeline

Trevor Belmont's Era

- **Game: *Pachislot Akumajo Dracula III* — 1476 A.D**

  Same as *Castlevania III: Dracula's Curse*.

- **Game: *Pachislot Akumajo Dracula I & II* — 1479 A.D** [26]

  In this timeline, Hector possibly becomes Dracula's vessel instead of Isaac and Trevor has to stop a revived Dracula. He is aided by Angela, but she is captured and falls under Dracula's influence. Trevor manages to defeat Dracula and saves Angela.

Beyond Time

- **Game: *Castlevania: Judgment* — Time Rift**

Galamoth, the Demon King from an era ten thousand years in the future, wishes to conquer time and sends his servant, the Time Reaper, to assassinate Dracula in order to rule the past. A time traveler and guardian of the timeline, Aeon, gathers powerful warriors from across time in order to prevent a catastrophe.

- **Game: *Castlevania: Harmony of Despair* — Grimoire**

The Grimoire is a magical book that records the history of Dracula's castle. Certain individuals find themselves trapped in the book and borrow the powers of the heroes which are recorded in the book in order to find a way out. [27]

Gallery

Konami Magazine Volume 3, 1997.

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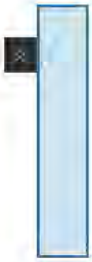

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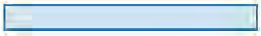

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Castlevania Xtreme Desktop, 2005.

Notes

- Trevor Belmont and Christopher Belmont were originally intented to be the same character. According to one of the story writers of Castlevania III: Dracula's Curse Trevor's middle intitial, C, was meant to stand for Christopher. Due to lack of cordination between teams at the time, Castlevania III and Castlevania: The Adventure both depicted the "Legend of the Hero Christopher" refered to in the manual of the original game. IGA later corrected this condradiction when developing the offical timeline by making them two seperate characters. [28]
- *Castlevania: Bloodlines* was originally released as a gaiden to the Castlevania series.[29] However, it has always been included in the official timeline.
- *Castlevania 64*, *Castlevania: Legacy of Darkness*, and *Castlevania: Circle of the Moon* were intended from the very start to be gaidens to the *Castlevania* storyline. [21]
- The official timeline also incorporates business elements (promotion of the games), and as a result, it's possible that it does not reflect IGA's way of thinking. [30] For example, *Castlevania: Dracula X* is included in most English-distributed timelines in place of *Rondo of Blood*, but is not considered to be part of the main storyline by IGA.[22]

Eternal Links

- Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006 (Castlevania Realm)
- Japanese Timeline. Konami. 2007

References

1. ↑ IGA: 確かに、現在の公式のタイムラインの基を作成したのは我々ですが、当初これを発表をするつもりは全くありませんでした。というのも、ドラキュラシリーズを長く続けるための足かせにしかならないと考えていたからです。それが、別のプロジェクトから、意図せず露見する形となり、公式と進化したものです。Translation: While it is true that it was we who created the basis for the official timeline, at the start of things we had absolutely no intention of publicizing it. Indeed, this was because we felt it would only shackle us to dragging on the Castlevania series. It was unintentionally leaked from another project, and evolved into an official timeline.
2. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1094: Castlevania Lament of Innocence.*
3. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. More than 300 long years... .*
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5. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1576: Castlevania The Adventure.*
6. ↑ IGA: FC版とX６８０００版ですが、X６８０００版はFC版をベースにアレンジを加えたものになっています。ゲームのアレンジは、その時に応じて、色々と施されるものですので、正直どちらも正統であると思ってよいのではないかと思っています。結論として、ドラキュラと戦い勝つというシナリオで、中間部分の切り抜きが違うと考えてもよいのではないかと考えています。スーパーファミコン版も違いますし...。どうしてもと考えるのであれば、FC版を尊重すべきかと考えます。 Translation: Regarding the Famicom version and the X68000 version, the X68000 version is an arrangment based on the Famicon version. The arrangement of a game is the kind of thing where you add a lot of different things as needed, so honestly speaking, it think they both should be considered legitimate. In conclusion, I think they should be considered as the same scenario of fighting to defeat Dracula, just with a different middle part. The Super Famicon version is different as well... If you simply must have a clear answer, the Famicom version must be given deference.
7. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1691: Castlevania.*
8. ↑ Dracula II: Noroi no Fuuin Kanzen Hisshōbon
9. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1698: Castlevania II Simon's Quest.*
10. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1748: Castlevania Harmony of Dissonance .*
11. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1792: Castlevania Dracula X.*
12. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1797: Castlevania Symphony of the Night.*
13. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1897.*

14. ↑ Castlevania (Lament of Innocence) Guide. History of Castlevania. Family Tree. Konami & NTT PUB. 2003
15. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1917: Castlevania Bloodlines.*
16. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1944: Castlevania Portrait of Ruin.*
17. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 1999.*
18. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 2036: Castlevania Aria of Sorrow.*
19. ↑ *Castlevania 20th Anniversary Pre-order Bundle. Konami. 2006. Timeline. 2037: Castlevania Dawn of Sorrow.*
20. ↑ IGA: ドラキュラ伝説Rebirthは、リメイクというより完全に別作品となっておりますので、Rebirthを外伝としてとらえてよいかと存じます。Translation: Because Castlevania: the Adventure Rebirth is more a completely new game than a remake, I think it is best to treat is as a separate continuity.
21. ↑ [21.0] [21.1] [21.2] [21.3] [21.4] [21.5] IGA: 黙示録、黙示録外伝、Circle of the Moon、Order of Shadows、THE ARCADEは、世界観を同じくした別の世界の物語となります。黙示録、黙示録外伝、Circle of the Moonは、製作者の意図として、そのように扱っております。 Translation: Regarding Castlevania 64, Legacy of Darkness, Circle of the Moon, Order of Shadows and the Arcade, they are stories from a separate world with the same world view. Castlevania 64, Legacy of Darkness and Circle of the Moon are treated in the same way as the makers intended.
22. ↑ [22.0] [22.1] IGA: 悪魔城ドラキュラX　-血の輪廻-　と悪魔城ドラキュラXXですが、XXは血の輪廻の移植として制作されたわけですが、血の輪廻のスタッフの意思をまったく反映しておりません。私としては、先に作った人の意思を優先しますので、XXが外伝扱いと考えております。 Translation: Regarding Castlevania: Rondo of Blood and Castlevania: Dracula X, though Dracula X was created as a port of Rondo of Blood, it does not reflect the intentions of the Rondo of Blood staff at all. For myself, I give priority to the intent of the original creators and treat Dracula X as a separate continuity.
23. ↑ Konami Magazine volume 3, Page 71
24. ↑ Author: "I wanted to write a vampire novel. However, the magazine editor demanded novelizing the video game. I borrowed 'Dracula' and 'Simon' from Akumajou Dracula. Still, the story is almost all my original creation. Sorry. This novel is not a novelization of the video game."
25. ↑ IGA: 漆黒たる前奏曲は、ドラキュラの世界観をまったく無視して作られた作品だったため、私がプロデューサになった時に、正しい歴史からはずしました。あくまで同じ世界観をつかった別の世界の物語と考えてくだされば良いかと存じます。 Translation: Because Castlevania Legends was a work that completely ignored Castlevania's look, when I became producer, I removed it from the proper history. I think it would be best to think of it as a story from a different world that used the same look.
26. ↑ Pachislot Akumajo Dracula Developer's Blog. Retrieved February 28, 2012
27. ↑ Famitsu Xbox 360 (September 2010). IGA interview.
28. ↑ 2ch
29. ↑ Page 33, *Rondo of Blood* Strategy guide book
30. ↑ IGA: 公式は、もっとビジネス的な部分も含まれるので、この考えが反映されるかどうかはわかりません。 Translation: The official timeline incorporates more business elements, so I don't know if my opinions reflect that thinking or not.

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Lords of Shadow Timeline

This page is about **the Lords of Shadow Timeline**. For **the *traditional* Timeline**, see **Castlevania Timeline**.

The **Lords of Shadow Timeline** contains three games: Castlevania: Lords of Shadow, Castlevania: Lords of Shadow - Mirror of Fate and Castlevania: Lords of Shadow 2. It spans over many centuries (mainly from 1047 to circa 2057) and follows the story and fate of Gabriel Belmont, the holy knight who became Dracula, the Prince of Darkness.

Contents

Pre-Lords of Shadow Era (Before 1047)

- **Unknown Time**: Centuries before the events of the game, three holy knights, Cornell, Carmilla and Zobek, founded the Brotherhood of Light, an order of warriors who fight for God against evil creatures. One of these battles saw them imprison the Forgotten One within the center of the Bernhard Castle. Their study into holy enlightenment led them to three sacred places where their spirits ascended into heaven, leaving their physical remains. Unbeknownst to them their dark sides inhabited their bodies and gave rise to the Lords of Shadow.
- **11th Century:** Gabriel Belmont, a knight of the Brotherhood of Light, marries Marie Belmont.
- **1046:** Marie gives birth in secret to Gabriel's son, Trevor. The baby is taken away by the Brotherhood of Light. Gabriel, on a mission to capture the Daemon Lord, is not aware of the existence of his son.

Events of Lords of Shadow (1047)

Main article: Castlevania: Lords of Shadow#Plot

- **Main Game:** A great evil has befallen the land which prevents the spirits of the dead to leave the Earth and allowing countless monsters to roam the land. Gabriel, armed with the ancient Combat Cross, seeks the power of the God Mask to revive his dead wife, Marie, who was brutally murdered. In order to obtain the God Mask, Gabriel defeats the three Lords of Shadow, and kills the Old God Pan. In the end, Gabriel is betrayed by his mentor, Zobek, but manages to subdue Satan, the true mastermind and antagonist.
- **DLC (Reverie and Resurrection):** By defeating the Lords of Shadow, Gabriel had unwittingly also removed the only powers that held the powerful Forgotten One. Gabriel returns to the Vampire Castle to help Laura, Carmilla's adopted daughter, save the world from this creature. In the process, Laura dies, and Gabriel loses his humanity. With the defeat of the Forgotten One, Gabriel inherits the demon's great power.

Gabriel Belmont, in Lords of Shadow

Pre-Mirror of Fate Era (1047-1073)

- **After 1047:** Gabriel, who took over Carmilla's castle, begins to refer himself as the Dragon, Dracul. Other people give him the name of Dracula.
- **1067:** Trevor and Sypha Belmont have their child, Simon.

Events of Mirror of Fate (1073-1103)

Main article: Castlevania: Lords of Shadow - Mirror of Fate#Plot

- **1073: Trevor Belmont's era**
  Trevor, the son Gabriel never knew he had, arrives at Dracula's Castle to put an end to his father and avenge his mother's murder. However, Trevor is ultimately killed in single combat by Gabriel. Upon discovering that Trevor is his son, Gabriel attempts to revive him by turning him into a vampire, though it seemingly fails. In a flash of rage, Dracula sends his dark forces to attack the headquarters of the Brotherhood of Light. Sypha flees with Simon, but is killed. Simon witnesses his mother's death and escapes. He is taken in and raised by people from the mountains.
- **Between 1073 and 1103**: Simon is raised as a true warrior by mountain people. Trevor begins his long transformation into a vampire. Dracula continues to defend his castle against the Brotherhood, leading to the death of many soldiers.
- **1103: Simon Belmont and Alucard's era**
  Simon enters Dracula's Castle to avenge the murder of his parents. Alucard awakens, discovers what happened to him, and then seeks revenge against Dracula. The two meet several times during their adventures. In the Throne Room, they confront the vampire lord. Simon and Alucard defeat Gabriel together, and then part ways as Dracula's Castle collapses.

The characters of Mirror of Fate

Pre-Lords of Shadow 2 Era

Main article: Castlevania: Lords of Shadow 2#Plot

Medievaled Times

Note: A soldier scroll "*Vision of Vincent V.*" appears to point out that the war occurred 500 years after the defeat of Carmilla (meaning c. 1547), and another Memorial scroll suggests that the battle had to have occurred about 500 years before the present (this would make the building of that memorial, about c. 2047). This would place the colonization of the city at about c. 1747.

- **c. 1547, about 500 years after the event sof Lords of Shadow and 500 years before the modern era:** The Chronicles of the Ancient Light are discovered, the maps of the castle of which are

later instrumental for Roland de Ronceval to make siege on the castle.

- **c. 1547:** Events of the Lords of Shadow 2 Prologue. Dracula defends his castle against an invading army, and a titan. The Great Explosion destroys the countryside for many miles (and can be seen and heard for thousands of miles) Alucard confronts him once again. Dracula and Alucard plan their action against Zobek and Satan. The son puts his father to sleep in a coffin with the Crissaegrim.
- **c. 1747, about 200 years after the Great Explosion:** The first founders including members of the Bernhard Family, the Wygols, the Zobek line, and the decendents of Thorir of Norway, colonize the city, choosing to build it on the foundation of the Castle.
- **1757**: The Holy Inquisitorial Basilica in Castlevania City is consecrated by Pope Clement XIII.[1]

Gabriel, now Dracula, in his castle

Modern Times

Note: According to Urban planning statement, the 'subways' were to be completed by 2057. In the game the subways appear to be finished, but are partially destroyed by the apocalypse going on (and by Gabriel as he battles through the train).

- **1830:** The Banners of the Brotherhood of Light are discovered in the foundations of the castle while escavating a section of the castle.
- **1902:** The Mental Hospital begins construction. A mass grave of dead babies is found underneath during escavation to set the foundations..
  - **1910:** In June, the Mental Hospital finishes construction.
- **c. 1950** (nearly a century before the modern era): Lord Zobek builds a luxufious building to house the most illustrius of the city's families. Around this time, Bernhard Metals LTD. was also founded and built their first factory.
- **c. 2047**: A memorial is made for the location where the Chronicles of Ancient Light were found 500 years before.
- **c. ten years before the game:** Series of earthquakes begin to shake under the foundations of the city (perhaps making way for the apocalypse), but the foundations of the castle, and the structures of the city based on that design remain strong.[2]

Dracula, weakened, in Modern Times

- **2057:**: The city's subways are finally finished.
- **c. 2057**: Lord Zobek turns age 112 (he lives the ruse of being one of the decendents of the original Zobek), the City sets up a memorial to the building he built nearly a centry before to house the city's most illustrious.
- **c. 2057**: Bernhard Metals LTD. celebrates its first centenery, and a memorial is constructed to honor it.
- **c. 2057**: Events of the Revelations DLC. Alucard revives his father, but must accomplish a mission in the castle. He defeats Zobek's Lieutenant and takes his place to protect his father.

Events of Lords of Shadow 2 (after 2057)

- **After 2057:** Events of Castlevania: Lords of Shadow's epilogue, and events of Castlevania: Lords of Shadow 2. Dracula, weakened, hides in a chapel for an unknown period of time. Zobek finds him and asks for help. Satan's followers prepare his return to take revenge on both of them. Dracula is forced to reclaim his power and ready himself for the final battle. All the events takes place during one night, when Satan returns. Dracula finally defeats both Zobek and Satan, with the help of Alucard.

1. ↑ City Memorial scroll: Origins of the Church
2. ↑ City Memorial scrols: Recognition of the Masters

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